

A witch's Tale™



The Official
Strategy Guide

NIS
America

A Witch's Tale™

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The Beginning of the Tale

An ancient evil witch of almost unimaginable power, a realm that has fallen under a dark curse, a series of princesses in mortal danger, and the young girl who accidentally caused all of it by simply skipping class to look for some forbidden magic. Liddell didn't know what she was getting into when she explored the old castle in search of some powerful magic to add to her repertoire, or that the resulting journey to right the wrongs she caused parallels the journey that her idol Queen Alice had to endure a thousand years ago. All she knows now is that she has a vampire as a guide through a strange new world whose citizens are now all twisted versions of themselves thanks to the Eld Witch. It's up to Liddell to clean out each of the six kingdoms and put a stop to the Eld Witch's antics, and at the same time hone her skills to become the most powerful witch the world has ever known.



Characters

Main Characters

Liddell

An energetic if not outwardly inconsiderate young girl, Liddell dreams of one day becoming a witch powerful enough to rival that of Queen Alice's skill. After learning of an ancient tome hidden inside of a castle Liddell rushed off to retrieve it, and in doing so released the Eld Witch, an evil and powerful witch whom nearly caused the world to end in the Great War 1,000 years ago. Brash and snarky, her casual exterior hides a growing sense of morality and determination to stop the Eld Witch and right the wrongs she accidentally caused.



Quotes

"You know what's hot right now? Forbidden magic!"
 "Man, I'm a friggin' genius!"
 "Curses, witches, whatever. Bring it on, I say!"

Loue

Though Loue looks young, he is at least 1,000 years old and helped Alice to defeat the Eld Witch and seal her inside of the ancient tome. Loue was tasked with protecting the tome, though was caught napping when Liddell walked right past his coffin and broke the seal containing the Eld Witch. A man of much in the way of advise, Loue guides Liddell on her journey through the various lands to help stop the Eld Witch just as he helped Alice a millennia ago.



Quotes

"Hey, don't teach her creepy stuff like this."

Eld Witch

The Eld Witch is essentially the embodiment of evil; a witch who used her incredible powers to nearly tear the world apart in the Great War. Immediately upon her release from her seal the Eld Witch's effects were felt in every kingdom across the world, turning citizens and trusted servants of the kingdom alike into marauding and twisted shadows of their past selves. The Eld Witch is beyond redemption as evil has pierced her to the very core of her soul, though it is rumored that she was not always as such.



Quotes

"Well, well, well...my savior is but a little girl?"
 "Damn you, Alice! Seal me away, will you?"
 "Well now it's my turn to show the world what REAL magic is like!"

Queen Alice

Little is known about Queen Alice, as she disappeared soon after defeating the Eld Witch at the end of the Great War. She is often fondly spoken of by those who remember her, especially Loue who served as her guide during the war. Alice is regarded as the most powerful witch of all time, and it is her prowess in the magical arts that Liddell hopes to achieve.



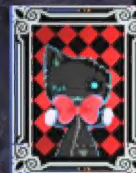
Mysterious Dolls

Dayna

Liddell's very important childhood doll.

Abilities

Expa - Lv1 Explosion Magic
 Expanza (at lvl 21) - Lv2 Explosion Magic
 Expanion (at lvl 41) - Lv3 Explosion Magic
 Expaniall (at lvl 61) - ALL Explosion Magic
 Pax Expaziel (gained during the story) - Ultra Explosion Magic



Balloy

A doll talented in the art of torture.

Abilities

Thera - Heal 15% of HP
 Vile (at lvl 11) - Lv1 Poison Magic
 Vileo (at lvl 21) - Lv2 Poison Magic
 Suprao (at lvl 31) - Lv3 Water Magic
 Vileon (at lvl 41) - Lv3 Poison Magic



Ziggy

A doll with high dexterity, despite its looks.

Abilities

Vileo - Lv2 Poison Magic
 Frei (at lvl 16) - Lv1 Ice Magic
 Thundeon (at lvl 26) - Lv3 Thunder Magic
 Suprall (at lvl 41) - All Water Magic



Gretel

A doll shaped like Gretel.

Abilities

Giga Vile - Ultra Poison Magic



Plastic

A synthetic doll that is decent at everything.

Abilities

Freio – Lv2 Ice Magic
Plan (at lvl 16) – Lv1 Plant Magic
Vileon (at lvl 36) – Lv3 Poison Magic
Volciall (at lvl 51) – All Fire Magic



Lab

A cute doll with ice-cold powers.

Abilities

Frei – Lv1 Ice Magic
Freio (at lvl 11) – Lv2 Ice Magic
Volco (at lvl 26) – Lv2 Fire Magic
Freion (at lvl 36) – Lv3 Ice Magic
Itemol (at lvl 51) – Apply item effects to all.



Hansel

A doll shaped like Hansel.

Abilities

Giga Frei – Ultra Ice Magic



Peso

A cat-shaped doll that will lick your wounds.

Abilities

Soul Thera – Heal 30% of HP.
Reset (at lvl 11) – Cure all party ailments.
Luna Thera (at lvl 26) – Heals 50% of HP.
All Thera (at lvl 46) – Heal 30% of party HP.
Tera Thera (at lvl 61) – Completely heals HP.



Valen

A doll that dreams of learning every magic spell

Abilities

Planeo – Lv2 Plant Magic
Supra (at lvl 21) – Lv1 Water Magic
Freion (at lvl 31) – Lv3 Ice Magic
Thundeiall (at lvl 51) – All Thunder Magic



Onion

A doll shaped like a simple onion. Contains seeds.

Abilities

Reteni – Reflect magical attacks.
Plan (at lvl 11) – Lv1 Plant Magic
Planeo (at lvl 21) – Lv2 Plant Magic
Thundo (at lvl 31) – Lv2 Thunder Magic
Planeon (at lvl 41) – Lv3 Plant Magic



Kaguya

A doll shaped like Kaguya.

Abilities

Giga Plan – Ultra Plant Magic



Jennop

An old doll, but always willing to help.

Abilities

Defna (at lvl 11) – Increases party's defense.
Provka (at lvl 16) – Draw the enemy's attention.
Genossa (at lvl 32) – Suicide Attack.
Therapill (at lvl 51) – Gradually regain HP/MP. This ability is always active.
Atkua (at lvl 61) – Increases attack.

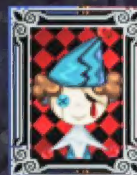


Mosalisk

A whiney doll with plenty of tricks up its sleeves.

Abilities

Suprao – Lv2 Water Magic
Volc (at lvl 16) – Lv1 Fire Magic
Planeon (at lvl 36) – Lv3 Plant Magic

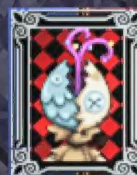


Peyton

A very slippery doll shaped like a fish.

Abilities

Nonatek – Remove enemy from battle.
Supra (at lvl 11) – Lv1 Water Magic
Suprao (at lvl 21) – Lv2 Water Magic
Vileon (at lvl 31) – Lv3 Poison Magic
Supraon (at lvl 41) – Lv3 Water Magic



Aquell

A doll shaped like Aquell.

Abilities

Giga Supra – Ultra Water Magic



Kilt

A princely doll that remains forever calm.

Abilities

Volco – Lv2 Fire Magic
Thun (at lvl 11) – Lv1 Thunder Magic
Supraon (at lvl 16) – Lv3 Water Magic
Freiall (at lvl 46) – All Ice Magic



Mucho

Gets excited when gazing at fire.

Abilities

Atkua – Increases attack.
Volc (at lvl 11) – Lv1 Fire Magic
Volco (at lvl 21) – Lv2 Fire Magic
Freion (at lvl 31) – Lv3 Ice Magic
Volcon (at lvl 41) – Lv3 Fire Magic



Mira

A witch doll capable of paralyzing people.

Abilities

Soul Thera – Heals 30% of HP.
Thun (at lvl 11) – Lv1 Thunder Magic
Thundo (at lvl 21) – Lv2 Thunder Magic
Planeon (at lvl 31) – Lv3 Plant Magic
Thundeon (1st lvl 41) – Lv3 Thunder Magic



Dumbo

A square doll with lots of knowledge.

Abilities

Thundo – Lv2 Thunder Magic
Vile (at lvl 16) – Lv1 Poison Magic
Volcon (at lvl 32) – Lv3 Fire Magic
Planeiall (at lvl 48) – All Plant Magic



Dorothy

A doll shaped like Dorothy.

Abilities

Giga Thun – Ultra Thunder Magic



Mad Hatter

A doll shaped like the Mad Hatter. Found in Alice's Kingdom.

Abilities

None



Cheshire Cat

A doll shaped like the Cheshire Cat. Found in Alice's Kingdom.

Abilities

None



White Rabbit

A doll shaped like the White Rabbit. Found in Alice's Kingdom.

Abilities

Panic Song – Confuse all enemies.



March Hare

A doll shaped like the March Hare. Found in Alice's Kingdom.

Abilities

Defden – Decreases enemy defense.



Dormouse

A doll shaped like the Dormouse. Found in Alice's Kingdom.

Abilities

None



Rapunzel

A doll shaped like Rapunzel. Found in Florin – Flower Area.

Abilities

None



Loue

A doll shaped like Loue. Protects your units. Found in Land of Darkness – Coffin Room

Abilities

Phantom – Become invincible.
Mini Tomato – Cure all HP/MP ailments.



Eld Witch

A doll shaped like the Eld Witch. Found in Land of Darkness – Seal Room

Abilities

Accu Ridase – Decrease enemy accuracy.
Giga Atkua – Greatly increase attack.



Supporting Roles

Babayaga

Babayaga's age and frail body belies her powerful abilities as a witch. A mentor of sorts for Liddell, Babayaga is quite willing to let her learn things the hard way and make her own mistakes. That being said, she isn't above helping Liddell out when she needs it.



Quotes

"Well, I guess it's time to learn a good life lesson."

Princess Gretel

Gretel is the princess and ruler of Rem Sacchras, the candy kingdom. Gretel's relative immaturity is largely due to her age, as she is younger than her sister Hansel who rules the kingdom of Rem Boreas.

Sister of Hansel (Younger sister of the two)



Princess Hansel

Hansel is the princess and ruler of Rem Boreas, the frozen kingdom. Hansel is a little more level headed than her sister Gretel, which is undoubtedly due to her being the older of the two siblings.



Princess Kaguya

Kaguya is the princess and ruler of Florin, the nature kingdom. Kaguya is very soft spoken and eloquent, and is reserved towards protecting her lands and the spirits that is contains.



Princess Aquell

Aquell is the princess and ruler of Oceria, the flooded kingdom. She is the least mature of all the princesses, a facet of her personality that often comes up in light of her supposed "history" with Loue and in her jealous fits when she sees Liddell with him.



Princess Lyra

Lyra is the princess and ruler of Al'Sahra, the desert kingdom. Lyra is one of the more elegant princesses, who rules over her nation which is filled with both a vast desert and nearly unbearable heat.



Princess Dorothy

Dorothy is the princess and ruler of Artis, the machine kingdom. Dorothy is a very paranoid ruler, whose sense of trust was shattered when her father was betrayed by his most trusted servant.



Surviving a Cursed Realm

Battle Basics

Fighting your enemies boils down to first picking what action you want to do from the action diamond on the left side of the bottom screen, then dragging its icon onto the target you wish to use it on. Melee attacks are accomplished by dragging the first icon on the top of the action diamond onto enemy A, B, or C which is in the order of left to right for what enemies are in the fight. Melee attacks are best used when you want to finish off a wounded enemy or pummel an overall weak enemy without using any MP.



Most of your damage however will come from using magic, especially if you use the magic that your foe is weak against. Tap the magic icon found in the right section of the diamond to bring up the selection revolver

on the right. This revolver can be spun by clicking either arrow and shows only a partial section of your total list of abilities. Once you have found the one you want simply drag the magic spell's icon onto the target enemy (or ally in the case of the healing or support spells that some dolls can cast). For information on what enemies are weak against what magic types read their description in the Enemy List found in the Appendices section of the guide.

The use of Items works in a similar manner to magic, in that you tap the items icon in the left section of the diamond and bring up the revolver on the right. The items revolver only shows the items that you currently have in your holding box, and not your total item list. Once you have found the one you want to use simply drag it onto the target enemy or ally to use it on them.

Finally, to run from a battle simply tap on the flee icon found in the bottom section of the diamond. This will bring up a second prompt asking if you want to flee the battle, or if you clicked on it by accident and want to return to the battle. Note that fleeing from a battle forfeits your entire formations turn, and if unsuccessful it lets the enemy formation get a free round to beat on you and your dolls.

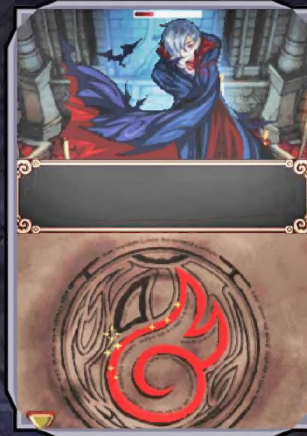
Magic 101

Liddell starts off with a pretty strong grasp of the magical arts right off the bat, but it helps to know what type of damage each magic spell actually deals.

Expa – Explosive
Frei – Ice
Plan – Nature
Supra – Water
Thun – Lightning
Vile – Poison
Voic – Fire

Once Liddell has completed a large section of her travels she will learn the Halloween magic, which is unique in that it only functions as an Abyss magic (more on that in the next section) and bypasses the resistances of most enemies. In short, it's an incredibly potent bit of ancient power.

Abyss Magic



Every time you save a princess she will grant you her sigil, which lets you gain access to her in doll form as well as letting you unleash the Abyss version of one of your spells. Abyss spells are incredibly powerful both in terms of their damage output as well as due to the fact that they hit all enemies at once. However, this power comes at both a high MP cost as well as with the need to manually trace out the spell's outline. To cast a Abyss version of a spell simply drag the base spell you want to cast onto the red center circle of the magic selector and let go. This will bring up the sigil screen, and a section of it will

Using Items and the Holding Box

Though you will find a ton of items in your travels, to use them in battle you must first place them in your holding box. Your holding box has a limited number of item slots, and even though you may have fifty Choco Tadpoles you can only place nine of any particular item in a slot. It is a good idea to keep a couple different HP and MP restore items as well as any of the various Pills. Other items that are useful in any skilled witch's holding box are direct damage items which can

pack a punch when used against an enemy weak against the type of damage they deal. For a detailed description of what each item does read the Item List found in the Appendices section of the guide.

You will also find many ingredients during your travels, mainly through defeating enemies and looting over their remains. While useful in their raw state, ingredients can be combined into useful items at the Trade Shop in the Shadow Village. To learn what each ingredient can be used to make read the Ingredients List found in the Appendices section of the guide.



Making Formations

Liddell can bring two dolls into a fight as her party, or formation as it is called. It is usually a good idea to keep a doll with healing abilities in your formation and a doll with either strong offense abilities or solid support magic in the other slot. This way you can keep your formation healed up to help avoid getting a doll destroyed in the fighting, consume less HP restore items, and yet still be able to deal some damage. The entire formations usage of magic comes at the expense

of Liddell's MP pool, so everyone will be effective as long as she still has some magical juice left in the tank. When your current formation kills an enemy in battle they gain full experience for the kill at the end of the fight, but even dolls outside of your current formation will gain a fraction of the experience.

Repairing Dolls

If a doll gets destroyed while in combat it will be down and out until

you repair it using Rainbow Yarn. Rainbow Yarn can be found in many places during Liddell's travels, but the dolls themselves can only be repaired at the Doll Shop found on the left side of the middle section of the Shadow Village. Try to avoid using dolls too low a level for the area that you are in, and instead go to areas you have already completed to help build them up first. There's only so much Rainbow Yarn in the world, and dolls that are destroyed do not gain any experience from battles until they are repaired whether they are in your current formation or not.

Welcome to A Witch's Tale

Kingdoms of a Strange World

Each of the six kingdoms of the realm has its own Princess that rules the land, but unfortunately each one of them is in need of rescuing now that their own trusted servants have turned on them due to the Eld Witch's dark curse. Each kingdom also has its own theme, making them distinctly different from one another.



Rem Sacchras,
the candy kingdom.

Ruled by Princess Gretel



Rem Boreas,
the frozen kingdom.

Ruled by Princess Hansel



Florin,
the nature kingdom.

Ruled by Princess Kaguya



Oceria,
the flooded kingdom.

Ruled by Princess Aquell



Al'Sahra,
the desert kingdom.

Ruled by Princess Lyra



Artis,
the machine kingdom.

Ruled by Princess Dorothy

The Gate Room

The Gate Room is what ties the entire realm together for Liddell, allowing her to quickly teleport to each of the six kingdoms as well as the Shadow Village which has many useful points of interest. However, as Liddell will find later on in her travels the Gate Room itself has an interesting secret of its own.

Bat Monument

Teleports to you the Bottom Section of Shadow Village.

Upper Left Gate

Teleports you to Rem Sacchras, the candy kingdom.

Upper Right Gate

Teleports you to Rem Boreas, the frozen kingdom.

Middle Left Gate

Teleports you to Artis, the machine kingdom.

Middle Right Gate

Teleports you to Florin, the nature kingdom.

Lower Left Gate

Teleports you to Al'Sahra, the desert kingdom.

Lower Right Gate

Teleports you to Oceria, the flooded kingdom.

The Shadow Village

The Shadow Village is populated fittingly enough by Shadows, whom are humanoid figures that are friendly and quite willing to assist Liddell's efforts. The Shadow Village has many facets to it, such as the Demon Inn which allows you to fully restore your party's stats, the Trade Shop which lets you convert ingredients into useful items, and the Doll Shop which repairs dolls that have been destroyed in combat. The village is only accessible from the Bat Monument found in the gate room.

Top Section

Entrance to the Land of Darkness

This area is only accessible on your second playthrough after talking to the shadow guarding it.

Middle Section

Demon Inn

You can rest here to recover all HP and MP.

Trade Shop

Trade for ingredients.

Doll Shop

Fixes broken Tauth dolls you find in the world.

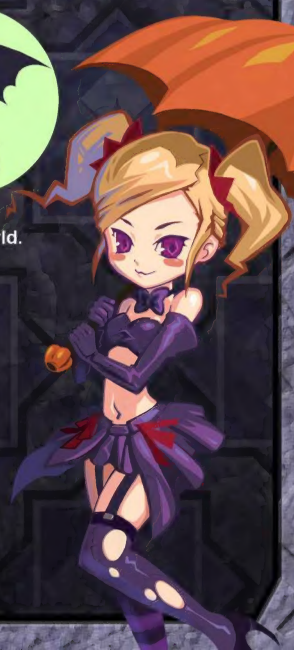
Bottom Section

Tutorial Shadow

Teaches you about a variety of topics.

Southern Exit

Brings you back to the Gate Room.



Once Upon a Time...

Beginning

Path to Graveyard

After the opening cutscene with Kitty you will talk to a variety of Pumpkin Lanterns as you make your way to the big shrine gate to the west.

Graveyard

Head across the bridge and into Babayaga's Shrine.

Babayaga's Shrine

Talk with Babayaga to learn about the castle, and get teleported there.

Torture Room

Note the location of the bomb on the floor in the lower left, the leftmost sparkle in the room. You'll need this later.

Exit the room by going up the stairs and out the door in the upper left.

Coffin Room

Head straight north to reach the next area of the Coffin Room and interact with the coffin at the altar.

Interact with the suspicious gate above the coffin. To blast it away you'll need to go back and get the bomb from the Torture Room you were in earlier. To get there from here head straight south and go through the last door on the right.

Simply walk up to the gate and Liddell will automatically use the bomb. Of course, doing so causes the vampire in the coffin to wake up in a panic.

Seal Room

Grab the Ancient Tome, and release the Eld Witch from her seal in the process.

Coffin Room

Follow the Evil(?) Vampire south and through the first door on the left.

Dark Hallway

Talk with the Evil(?) Vampire to add a new rune to the Ancient Tome and learn more of the Eld Witch, and then keep heading north into the next section of the Dark Hallway.

Talk with Jabberwock to get the A of Hearts, and then head up into the third and final section of the Dark Hallway.

Talk once again with the Evil(?) Vampire to chat with him about Tauth dolls, and then exit the Dark Hallway through the now open door at to the north.

Gate Room

Get properly introduced to Loue, and learn about the gate room and the six kingdoms. When the Candy Soldier makes his appearance you will also learn of how monsters have kidnapped the princess of Rem Sacchras.

Shadow Village

Rest at the Demon Inn, and then listen to the Candy Soldier's report.

Talk to the Shadow to the west to get some Frog Eggs and Honey.

Go to the Trade Shop to get five Ribbit Candies and five Mushroom Beans. While you are there, exchange for an additional Ribbit Candy with your Frog Eggs and Honey to learn how exchanging works.

Head by the Doll Shop to learn a little more about Dayna, your Tauth doll.

Exit the Shadow Village by heading south until you are teleported back to the Gate Room.

The upper left portal to Rem Sacchras is now active, hop into it.

Rem Sacchras

Rem Sacchras South



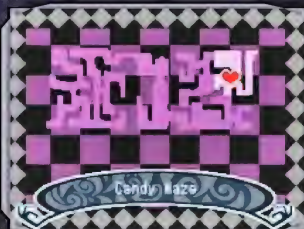
After the cutscenes, head north one screen and west another screen. In this area you will find the 3 of Spades.

In Rem Sacchras you will find many puffs of delicious-looking frosting, if you get close to the white puffs and repeatedly tap on them with the stylus Liddell will break them with her umbrella. You can also break the egg-shaped objects with the swirl mark on them. Sometimes they will contain various items, so break all of the ones you find if you are in need of some extra restore items. From now on in the guide these objects will be referred to as "breakable objects".

If you head up north you can talk to two candy soldiers, who let slip that you'll need a Pink Bomb to get past their ice and into the castle.

Head to the Candy Maze, the entrance of which can be found in the east-most section of this area.

Candy Maze



Head into the Candy Maze. You may notice the large, impassable door blocking the way to the right section from the start. Head north one section, and in that section grab the Chocolate Key out of the chest in the upper left area. Also in the left nook behind the breakable objects you can find and fight the 9 of Spades card, which like any of the other card battles is invisible until you walk into the end of the nook.

Head back south, open the door, and pass on through. Before you head on to the next section grab the 2 of Hearts out of the chest on the left.

Head to the east as far as you can, then north through the puffs to find Balloy. Go ahead and make him your second doll now, as his healing spells are quite useful.

Head back and then head north along the long passage, and in the next screen head east and north into the next section which will put you in a small elbow hallway. Head south into the next section to grab another Chocolate Key.

You will notice many areas that have breakable objects in tight groups in here. It is worth your while to bust them up, as not only do you get the normal Ribbit Candies and Mushroom Beans but also nice items such as Power Breath, Explosives, and a Tomato.

Backtrack a bit, and immediately after you exit the elbow section head straight south and through some puffs to grab a Ribbit Candy out of the chest there.

Head back north and west a bit, and then head north through a bunch of puffs and to the east section beyond.

In this area there are two black candy soldiers who periodically throw almonds in a straight line. Avoid getting hit by these nutty projectiles while you make your way to the east as each hit deals 10 HP.

Head to the northeast and then through the door to reach the Gingerbread Man platform. Head to the sparkle to learn about the statue, grab a Mushroom Bean out of the chest, and talk to the sleeping woman if you would like.

Head back into the maze, and head south through the second Chocolate door. Avoid more flying nuts as you make your way south and to the west to get a third Chocolate key. Once you have it head to the section to the east.

Grab a Ribbit Candy out of the chest directly above you, and then make your way into the section to the north.

Go through the third Chocolate Door. And as you head west dodge the row of three almonds as best you can. Once there head north a section, and then to the east one more section to grab yet another Chocolate Key out of a chest in the far lower right corner of the room. See that Chocolate Door in the hallway to the right? Backtrack back west, south, and then east to get to it.

Head through the fourth Chocolate Door and then out the exit to get to the tiny area that has but one chest containing a Water Bomb. Once you have it head all the way back through the maze the way you came.

Rem Sacchras South

Head to the west-most section of the area where you found the 3 of Spades. In the upper left part of the section is a giant marshmallow; simply walk up to it to destroy it with the Water Bomb.

Macaroon Island



Head west and then north into the section there. Break through some objects and open the chest to grab the 2 of Diamonds.

Head back, and near the entrance walk up onto the waffle cookie to get up into the next section. From there walk from cupcake to cupcake and at the first fork take the right cookie to reach the next section.

Take the first fork to the lower section, and once there break

everything apart to find some nice items.

Head back north into the section above, follow the bridges to the right and at the second fork take another right, and enter the door into the Fluffy Path / Grapejuice River area.

Fluffy Path / Grapejuice River



Head north and talk to Chocoman, then head east into the Grapejuice River area. The objective here is to strategically place two cupcakes to block the flow of the river.

Push the first cupcake south one screen, east across the bridge, and then north one screen. Push it east across the lower bridge, and then south one screen. Finally push it south and off of the sloped ledge found here.

Head north one screen and across both bridges to find the second cupcake. Push it to the east across the two bridges and then south one screen. Push it west across the bridge you find there, then north one screen and shove it into the river at the sloped ledge you find. You should hear a cheery little jingle to signify that the cupcakes have been placed correctly.

Head south one screen, west across a bridge, then south another so that you can climb down a ladder into the riverbed. In the bed you will find a Snack Cane that has been missing from the Gingerbread Man, and the 3 of Hearts in a chest to the right.

Head back to the Macaroon Island area the way you came.

Macaroon Island

Head north and take the right fork to reach a set of stairs that will bring you up to the Cacao Field.

Cacao Field / Rem Sacchras North



Unless you want a tough fight, avoid the chest found here. Death pops out and fights you, and though he has some nice loot he isn't worth much experience and can kill your entire party if you don't kill him fast enough.

From the crossroad in the upper right begin heading straight east for two screens and then head one screen north. Talk to Mille who will ask you about his missing brother Koko. The brother is found back in the Macaroon Island area, on the upper left-most cupcake. You may as well go grab Koko and return him to his brother now, as then Koko will tell you about his Secret Base at the Choco Pond. Also, grab the Pink Bomb out of the chest north behind Mille once the brothers have

been reunited.

Head south and west back the way you came, and start heading north at the first fork in the path. Take this path up all the way to Babayaga's Shrine where Babayaga will give you a Divine Pill.

Head back to the screen with all of the candy men and the save point, then begin heading south. When you get to the large object in the way you will automatically blow it up with the Pink Bomb, allowing you to easily head south and out of Rem Sacchras to get more items in the Shadow Village or rest up if you ever need to.

Head north for a few screens. When you reach the door that you cannot open break all puffs on either side of the door to get a Rainbow Yarn and Mermaid Charm.

Head south one screen then west another to reach the entrance to the Chess Cookie. Before you head inside though look for the patch of chocolate on the right edge of the screen. Heading east one screen there will lead you to stairs and into the Secret Base Koko told you about. Inside is a chest containing a Honey Needle. Once you have it head back up and through the door into the Chess Cookie area.

Chess Cookie 1F



Head right at the fork, and then head north and east to head downstairs to the first basement level.

Chess Cookie B1F



From the stairs head north at the first fork, then west at the crossroads. Follow the path, grabbing the Tomato from the chest when it begins to head north again, skipping the fork to the right, and go up the stairs at the path's end. Take these stairs back to the first floor, and once there take yet another set of stairs back down to the basement level where you will find Ziggy, a new doll.

Backtrack back to the first crossroads you reached in this level and take it to the east. At the first fork head south to grab a Ribbit Candy from a chest, then keep following the path and at the first fork take another right. Grab the 2 of Clubs from the chest, and then head west one screen. Take the fork north, and at the next fork keep heading south to follow the path to the stairs down to the second basement level.

Chess Cookie B2F

Head up and talk to Toothache, who is perched atop a large rotten tooth. This boss fight is pretty straightforward, just have Liddell pound away with Supra Rune while the rest of the party just uses

melee. Though Toothache's Vilei all can be troublesome your Supra will brush him off fairly quickly, giving you the Meringue. After the fight a portal will appear to take you back to the entrance of the Cookie Chess area.

Rem Sacchras North

Head back to the Candy Maze and onto the Gingerbread Man platform to give the Snack Cane to the Gingerbread Man statue. This will grant you some Burnt Butter, which along with the Honey Needle and Meringue will allow you to exchange the three as a set with Babayaga to get the Sweets Key. To reach Babayaga's Shrine head out of the Candy Maze, north into Rem Sacchras North, and then head east and north up the first fork.

With the Sweets Key in hand, head back to that door that was previously locked at the far north end of Rem Sacchras North. This will open the entrance to the castle.

Rem Sacchras Castle - Snack Hall 1F



Head north one screen, then left and north a second screen to reach a dead end with a chest containing the 8 of Spades. Once you have it head back to the entrance.

From here head east one screen, then basically just follow the path and dodge a ton of almonds to reach the next set of stairs.

Snack Hall 2F



Follow the only path available to you, and continue dodging almonds. Grab a pair of Choco Tadpoles from the chests you pass.

Before you head through the bright passageway be sure that you have Balloy in your party, that your holding box has as many Ribbit Candies and Choco Tadpoles that you can fit, and that your party is topped off on HP and MP. In the next room is the Nutcracker, the guardian of Princess Gretel whom is now cursed and is the hardest fight you'll have faced so far.

Gretel's Hall

Fight the Nutcracker, and once he has been dropped Liddell will rescue Princess Gretel in her typically brash fashion. After a brief conversation Gretel will ask you to save her sister Hansel, the ruler of Rem Boreas. She will give you her sigil so that you may enter that area via the Gate Room, and access to her doll which is hidden in her kingdom's crystal. To find it head to Rem Sacchras North after all the cutscenes. Head to the farthest west screen that has a long narrow path that ends in a staircase. This will drop you down into Pound Cake Cave, which has the crystal and the Gretel doll inside.

Rem Boreas



When you enter the land simply head east one screen, and at the bottom of the screen there you will find a chest with the 4 of Diamonds card in it.

Once you have the card head up one screen, then move left one screen once you can move up no further. From here continue left up a small path to reach another shrine of Babayaga's and receive another Divine Pill from her.

Head down for a bit back to the beginning screen you entered the zone in, and then begin heading west to find the cave entrance to Family Rock.

Family Rock 1F



Follow the path to the left, continuing left at the first branch. If you head up at the first branch you will reach a chest encased in red ice, leave it alone for now and keep going. Head down at the second fork to fight the 9 of Diamonds card, and then go up the stairs to reach the small Older Sister Rock area and a chest containing a Rose Cookie.

Head back inside, and at the first fork you reach take it right and up the stairs at the end of the path.

Family Rock 2F



This relatively small area just has two screens. To the far left is a chest encased in green ice, but just as before leave it alone for now and head up to reach the stairs in the upper right. On Mother Rock grab the Ice Star out of the chest, and then hop down between the red ice crystals on the right.

You will land on Younger Sister Rock, and this time you may want to avoid the chest as it contains a Death enemy. Drop down again to land back in Rem Boreas South.

Rem Boreas

From where you are now head north one screen, east one screen, north another screen, and then take your first chance to head west. Head west and then north to reach an area with bouncing ice crystals that will damage you if you touch them. Break through the breakable objects at the top and keep heading north into the Holly Grove far enough to trigger the mysterious voice to talk to you. Once you have heard it head two screens south and then head west one screen to talk to the collapsed man near the cave entrance.

Head back to the area where you got the 4 of Diamonds out of a chest. Use the Ice Star to make a bridge, and then hop across to the Eternal Spring.

Tap on any of the orbs to talk to the Spring Soul to learn that you will need to get a Holly Leaf from the Holly Grove. Head back to the area in the north where you heard the mysterious voice.

You'll have to fight a large if not somewhat adorable critter named Muffy in the Holly Grove, but the fight will end quickly in your favor if you use Volc Rune.

Holly Leaf in hand, head back to the Spring Soul in the Eternal Spring who will trade you the Spring Water for it.

Head back towards the Holly Grove area, but unlike before instead of heading up into the bouncing crystal screen keep walking west to reach the collapsed man in front of a cave entrance. Give the Spring Water to him, and he will fill you in about the Ice Queen and about some treasure in the cave behind him. He will give you an Iceberg Tip, but most important of all he will get out of your way so that you can enter the Ice Cavern.

Ice Cavern 1F

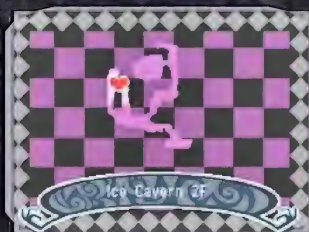


Head west, and at the crossroads head north to reach a small room. Break open all of the objects to uncover a chest containing a Child's Tears.

Head back to the crossroads and take it to the west. At the first fork take a right and fight a card battle for the 9 of Clubs at the very end of the dead end. Once you have it take the left path in the fork and at the second fork keep heading east to eventually reach a small room containing the Plastic doll. Once you have it head back and north at the fork you reach.

Head left at the next fork, and then follow the path around to the stairs.

Ice Cavern 2F



Take a right at the fork, and then keep heading south and to the east to reach a set of stairs through some breakable objects. In the room it

takes you to head left to reach another set of stairs. In this room you will find the 4 of Hearts in one chest and a Mother's Tears in another. Grab them both and then head back to the second floor level.

Bust back through the breakable objects and start heading northwest, then at your first chance to do so after the screen transition begin heading north. As you pass a big room on the left enter it to get some nice items out of some breakable objects.

Once the room is cleared keep heading north and to the stairs on the left.

Up on Platinum Hill you will fight a pair of Muffy, simply deal with them using Volc Rune and melee attacks like you did before. Once done you will gain some Snow Grass and a teleport back to the Ice Cavern entrance. With the two Tears items you picked up, it's time to head back to the Family Rock area to get some more items you couldn't get earlier.

Family Rock

Head back to the Family Rock area, and take the first fork up on the first floor. This will bring you to the chest encased in red ice from before, only this time you can use the Child's Tears to free the chest and get an Ice Crusher out of it. Head up to the second floor and use the Mother's Tears on the chest coated in green ice in the westmost section of the room to free it and get a Flower Petal out of it. With both items now retrieved you can leave the Family Rock area simply by going up to the top level and then jumping down like you did before.

Rem Boreas

Head one screen north from where you jumped down and one screen west to get to Babayaga's Shrine to exchange the items you've picked up in Rem Boreas for the Ice Key, which will let you in the Rem Boreas castle once you get to it.

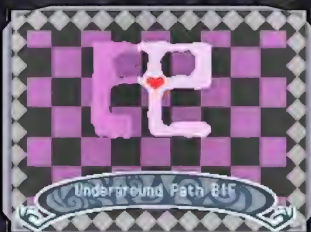
Head to the far northeastern reaches of Rem Boreas to reach Lake Boreas. Use the Ice Star on the sparking area to make a bridge across the gap, and then head across and down deeper into the lake area. Use the Ice Crusher to destroy the block of ice in front of the cave entrance to gain access to the Underground Path.

Underground Path 1F



Head east to the stairs that lead down to the lower level.

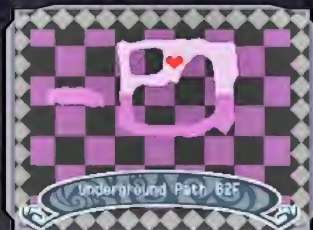
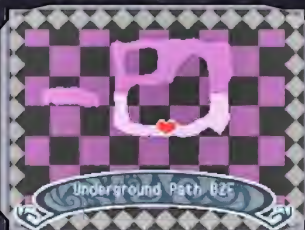
Underground Path B1F



Head to the east, then south, then east and north to reach a set of stairs. Head up the second set of stairs you find to reach Platinum Hill where you will find the 4 of Spades in a chest. Once you have it head back down the two sets of stairs to reach the first basement level again.

Head back to the crossroads and take it south and to the east to reach a set of stairs.

Underground Path B2F



Head up past the blocked off area with the doll, then simply head right and down back around to get it. However, as you break through the objects Death will once again rear his head. Kill him and grab the Lab doll, then head back to the stairs you entered this level on.

Underground Path B1F

Head back to the exit of the path. To do so, head west and then north, and at the crossroads keep heading north. At the fork head west and then take the stairs in the corner there, then simply head west to exit the Underground Path area.

Rem Boreas

Head down to the lake itself, which is a slick sheet of ice. To get into the cave entrance first you must head left onto the ice at the lowest point you can so that you catch on the small dip in the bank, then slide up so that you hit the nearest crystal there. From there slide left all the way around the lake, and when you hit the bank slide up as much as you can. Finally, slide right to hit that same crystal and once you do slide up to go into the cave.

Lake Boreas

As soon as you enter slide up, then right, then up again to slide right into a chest containing the 4 of Clubs.

Once you have it slide right, down against a crystal, and left against the wall in the lower right corner of the area. Once you hit the wall slide down and then back to the right to hit the crystal from before. Slide up from here, left once you hit the crystal, and then up once you hit the row of crystals to reach the lake bed exit and the Castle Front area. Use the Ice Key on the front door to get inside.

Rem Boreas Castle - Ice Hall 1F



From the entrance slide up, left, up, right, up, and right to reach an area where a chest containing the 8 of Hearts card is found.

Once you get back to the slick room before you start sliding around line yourself up slightly higher than the middle of the doorway and

slide left so that you hit the crystal on the far side. Slide down once you are there, and then right from there. Once you are near the two crystals slide down, left, up, right, down, left, up, and left to reach the next area.

Head up the path to reach the set of stairs up to the next level.

Ice Hall 2F



Line up with the first crystal and slide down to it, then slide to the right. Slide down and to the right once again to reach stable ground, but before you progress forward line yourself up with the farther of the two crystals that you can see and slide to the left and then up to reach the stable ground above. In this area you will find a chest with a Poison Salad in it. Once you have it head back down and then slide down and to the right.

Follow the path, and grab the Frog Soup and Choco Tadpole out of the two chests near its end. Standard pre-boss preparations here; have Balloy and your heaviest hitter in your party and make sure your holding box has plenty of HP and MP restoration items. You are about to fight the Ice Queen, and of course she is none too happy to have you.

Once the fight is over and all of the cutscenes have ended, head back to Rem Boreas and enter the cave behind the Eternal Spring to break the crystal covering the Hansel doll.

Florin

Pond Path Area

Right off the bat, break the nearby object to get an easy Rainbow Yarn, and then head north a screen.

Head to the east a screen, and when the main path hooks north grab the 5 of Diamonds out of the chest near the small area of trees and plants.

Keep heading north, and at the end of the path take the top exit to enter the Soul Land. Hug the right wall as you continue up to grab the 6 of Spades out of a chest.

****Second play-through note**:** Head north and talk to the spirit to break the rock and enter the Flower Area. As you follow the path you will fight a card battle for the Queen of Diamonds, which should be the second to last card you are missing leaving only the Joker. Head east from there and talk to the little winged girl, then head right and south to get her bag out of a blue crystal. Watch the cutscene and get Anne's Bracelet, and then head back to the winged girl to return her bag. You will then watch another cutscene and get the Rapunzel doll. Once you have all of these head south. On your map you should see a large yellow circle now; head towards it and down a set of stairs. You will fight a Cursed Shadow in the small room there, and after you have killed it you will be able to get the Cursed Stone out of the chest it was guarding.

Head back to the area one screen north of the area you entered Florin, and this time head west to reach the Sakura tree. To the right of the tree is the Peso doll.

Once you have the doll, head back to the area one screen north of the entrance to Florin again and take the small bridge up to the Frog Pond. From there take the path to the west, and take a left at the fork to reach the Thunder Shrine. Once the way is clear enter the tree itself.

Thunder Tree 1F



Head up and take an immediate right at the fork. Follow the path to reach a set of stairs up to the next level.

Thunder Tree 2F



Head west and then south at the first fork, and follow the path south to step on a square switch. Once you have done so head back up the path and the left at the fork from earlier to head up a set of stairs that didn't exist before.

Thunder Tree 3F



Head to the right to a room with three portals, and enter the one in the bottom left. This will teleport you to a room containing the 5 of Spades in a chest. Once you have it enter the bottom left portal.

Take a right at the first fork, hit the switch, and then step into the portal.

Thunder Tree 2F

Follow the path to the left, heading up at the first fork and right at the second to get the Valen doll. Once you have it head back to the first fork and take it left.

At the end of the path hit the switch and then head down the stairs.

Thunder Tree 1F

Grab the Frog Soup out of the chest. There is a boss up ahead, so it isn't a bad idea to simply head down and out of the tree to save at the nearby save point. Once you do head east from the stairs you came

down from to reach the boss of the Thunder Tree, the Carnival Beast. Once the beast is down and you have the Dragon Neck use the portal that appears to easily exit the Thunder Tree area.

Pond Path Area

Head back to the Frog Pond. Once at the pond take the path found at the upper right to reach the entrance to the aptly-named Triangle Well.

Triangle well B1F



Head left through the section of the wall that looks different, and then head down the ladder you find in the next room.

Triangle Well B2F



Grab the 5 of Hearts out of the chest in the upper left corner of the room, and then once you have it head down through the odd-looking area of the wall in the bottom right corner of the room.

Ignore the hole in the ground for now, and head right through the section of the wall. Hit the switch found in the room you find, and then head up through the middle section of the top wall to get the Onion doll.

Head back to the hole you ignored earlier, which will now have a ladder up to the next level.

Triangle Well B1F

Follow the path, which will suddenly teleport you as you walk along it down to the second basement level once more.

Triangle Well B2F

Once you portal in head east into a dark area, but as you pass you'll want to fight the card battle for the 10 of Clubs that is at the bottom of the doorframe as you walk into the darkness. Once you've got the card head south, and then west to reach a second room with a ladder in it. Take it to get back to the first basement level.

Triangle Well B1F

Get the Frog Soup out of the chest, and then head west into the big room. Walk up to the giant picture of a frog on the wall to fight the Samurai Frog. Once he is down climb up the ladder that appears below to reach a small island with a chest on it, containing the Firerat Skin. After the cutscene is over simply take the portal to reach the Triangle Well entrance.

Pond Path Area

Head to the southeast area of the zone to find the entrance to the Red Graveyard. Follow the path into it and talk to the female spirit who is yearning for forgiveness from her boyfriend. Exit the graveyard and head back to the Pond Path.

Follow the path north, and to the right of the entrance to the Soul Land from before you will find an entrance to the White Graveyard. Head inside and talk to the male spirit there, whom was the boyfriend of the female spirit from earlier. He will ask you to bring her a Bellflower to show his forgiveness.

Head to the far northwest area of the map, and stop one screen south of the Thunder Shrine area. See the row of statues? On the left where there looks to be a path begin clicking on the statues to reveal one as a fox in disguise. His cover blown, the fox will disappear to open the way forward.

Head into the Blue Flower Garden to grab a Bellflower, but also click on the strange stone next to it to view a special cutscene.

Head back to the Red Graveyard to talk to the female spirit, and then head up to the White Graveyard to talk to the male spirit. He will already be gone, but he has left a note in the chest that says 0127.

Head back once again to the upper left area of the map, only this time head to the right path at the final fork to talk to the blue spirit that is blocking the path. He will disappear, allowing you to enter the Karakuri Graveyard.

Push the gravestones onto the number tiles that aren't numbered 0, 1, 2, or 7. If you make a mistake and cannot move a stone to its proper place simply leave the area and come back and the stones will reset. For the most part you simply need to push a stone onto its nearby numbered tile, but on the right you will need to push both stones straight down to cover the 3 and 4 tiles. Once the tombstone disappears head down the stairs it reveals.

At the fork head south, then up a set of stairs to grab a Tomato out of the chest. If you already have one it won't let you pick up another, but in that case just remember where this chest is for future use.

Head back to the fork to take it east and avoid the chest, as it contains yet another Death. However, in the screen to the right move down into the corner to fight a card battle for the Jack of Hearts. Keep following the hallway up to reach some stairs back up to the surface and a chest containing a Hourai Branch, the last item you need to make the key to get into the castle.

Head back down the hallway and exit the area, and then head back to the Thunder Shrine. To the right of the tree is a brightly-lit path, take it to reach the Silent Bamboo Forest.

Take a right at the fork to reach Babayaga's Shrine, who will get you another Divine Pill as well as let you exchange for the Plant Key. Once you have the key head north at the fork from before and use it to enter the castle. Before you pop inside however, grab the 5 of Clubs out of the chest to the left of the castle door.

Florin Castle - Painting Room

This long room leads up to a room with a door flanked by two pictures. Each picture can either be set to three settings. When both pictures are set to the same combination the door opens, but only setting them both to specific pairs in specific orders is correct. If the pictures are dice set them to three, then five, then six. If the pictures are colors set them to dark grey, then white, then brown. If the pictures are shapes set them to semi-circle, then circle, then cube.

Mayohiga 1F



Head to the east and enter the portal, then in the elbow take the next portal you find. In the room after that take the portal in the lower right, then take the portal in the lower left, and then head up through the open doorway to grab the 10 of Spades out of a chest.

Head back through the portal, then head through the one at the bottom right and then head up through the open doorway.

Mayohiga 2F



Head up and through the top portal, then down and right through the bottom right portal. You'll reach a pair of chests containing a Frog Soup and Snake Meat in the traditional "room before the boss fight" manner. Make sure your holding box is stuffed with items. Having Peso in your party is a very good idea, especially if he has leveled enough to learn the Luna Thera ability.

With the Moon Dragon dead and Princess Kaguya freed, go ahead and reenter Florin and head to the Sakura tree in the southwest area of the zone. There is a path in the bottom left of that area that leads you to the crystal containing the Kaguya doll.

Oceria

Oceria Sea



For the easiest doll ever, head one screen to the east and then to the bottom right corner of the screen to grab Pennop.

Head to the farthest northwest screen of the area and look for a gold sparkle. Stepping on it will trigger a cutscene that ends with you falling into a new area.

Red Coral Cave



Head to the big spotlight at the bottom of the screen to fight a card battle for the Queen of Spades, and then head down the path in the bottom left.

Keep heading left at all forks, past the cave entrance as you follow the path south. When you reach an area with random breakable objects scattered around head down and right to break through them to reach a chest with the 6 of Hearts inside.

Head north one screen but avoid the chest there, as it contains Death. Keep heading north until you reach the screen with a signpost.

From the signpost screen head to the left and then south two screens, then head west to reach and fight Sammy the Drifter for the first time. Using Thun Rune against him will take him out fast.

"Second play-through note": Once you have knocked Sammy down a peg, head back one screen to the east and then keep heading south to enter the Grudge Land cave. Fight the Hateful Shadow within to then grab the Grudge Stone out of the chest it guards

Head back to the signpost screen and then north from there, but when you get to the save point head down and to the left to find a Jellyfish Kid. Talk to him, and then lead him all the way back to the cave you passed at the beginning of the zone to reunite him with his dad.

Head all the way back to the save point near where you found the Jellyfish Kid, only this time head west into the pirate hideout.

Pirate Hideout 1F



Head west past the shut gate to reach a switch that will open it up. Also in this room walk around the right wall near the middle to fight a card battle for the Jack of Clubs.

Head through the passage the gate blocked off before and then make a left at the first fork. Follow the path to the west and around to reach stairs down to the first basement level.

Pirate Hideout B1F



Head east past two gates and then hit a switch in a small corridor above you. Once it has been hit it will open the gates to the left and to the right, so before you continue head back and hit the switch found in the corridor to the left.

Head east and then north, hitting the switch as you do so that the gate blocking the way opens up. Continue heading up to find the Mosalisk doll.

Head back towards the direction of the stairs you came down on but don't actually go up them; right before the stairs the first gated corridor you passed on your way in here will now be open. Head up it to reach a set of stairs down to the second basement level.

Pirate Hideout B2F



The chest contains a trio of pirates, which is actually really easy experience if you blast them with your Expa Rune. Fight them or not, but head north to hit the switch at the end of the path and then begin to make your way south.

Head east and at the first fork head up to hit the switch. Before you investigate the waterspout keep heading east then and north along the corridor to reach a pair of chests. The left one contains three pirates, but the right contains the 6 of Clubs.

Head back, hitting the switch again to kick the water back on since it resets when you leave the screen, and then walk up to the waterspout.

This area is filled with number tiles, numbered one, two, and three. The tiles appear and disappear in a pattern where only certain tiles are visible: One, One and Two, Two, Two and Three, Three, Three and One, then the pattern repeats. You will essentially need to follow the right wall to get past this area, first reaching the solid square. From that square head up one square, left two squares, up one square, and then left three squares to reach the solid platform with the portal.

Once through the portal you'll see a set of stairs, but before you take them move to the left of the staircase to fight a card battle. Once that is done take the stairs, open the chest to fight more pirates, then take the stairs to the left of the chest to get back to the first floor.

Pirate Hideout 1F

Head south and to the east to bust some breakable objects and grab the Red Coral out of the chest. Once you have it head to the east, then up at the first fork. In this room you will steadily take slight damage, but you should have plenty of time to grab the Air Seed bouncing around in the middle of the room.

Once you have it head back south one screen, hit the switch in the bottom right corner of the room to open up the passageway back to the entrance in case you need it, and then through the right corridor to reach the Blue Coral Cave area.

Blue Coral Cave

In this area you will constantly take two points of damage every second or so. However, if you see any large bouncing bubbles that look like the Air Seed did grab them to refill your health to its max.

Follow the upper wall north and to the east as far as it goes to reach a chest containing the 7 of Spades. Once you have it follow the wall to your right down and take the first passage to the right.



Keep heading straight to the right, and after the screen transition head south and to the west to fight Sammy the Drifter for the second time. Once he is down head north as far as you can and then when you hit the top wall head west until you reach the cave and enter the Sea Lord Palace.

Sea Lord Palace 1F



In this palace there are many patches of seaweed that only let you go one way. Take the bottom left patch of seaweed left to reach a new screen, and follow the left wall to fight a card battle for the J of Diamonds. Once you have the card head back to the center room and then continue through the upper right seaweed to reach the right room and a set of stairs down to the first basement level.

Sea Lord Palace B1F



In this room you need to start turtles in a specific order to cross the gaps up to the top of the room. You cannot ride the turtles and must quickly walk across them, and each turtle takes a winding route to the left side of the screen. Basically you just need to start the turtles in a specific order. Start blue then wait by green, and as soon as blue reenters your view start green and then quickly run up and start red, and then go down and to the left. Wait for the blue turtle to pass the portal then quickly walk across it to the platform and do the same for the other two turtles as they pass. This will get you to the right corridor at the top of the room which leads to the Peyton doll and a portal taking you back to the start of the puzzle.

To actually complete the puzzle and proceed deeper into the palace simply start the turtles in the order of top to bottom and just time your crossings to reach the upper right passage out instead. To reset the room either go back up the stairs or hop into any of the portals. Also if your health begins to get low head left to grab a bubble of air. Either way, head up through the passageway to proceed.

Head west and then basically just follow the path to reach a set of stairs down to the second basement level.

Sea Lord Palace B2F



Head south down the long seaweed-powered stretch, and then head north at your first chance. Keep heading north past the first crossroads, east at the second, and south at the third and fourth. This will lead you to stairs down to the third basement level.

Sea Lord Palace B3F



Head north through the seaweed and then east through more of it to reach a room with a switch. Hit it, and then continue on to reach the room with the bubble in it that you were in before. Head west from there, and then head north through the gate that you just opened with the switch.

Hit the switch in the room you find, then head south as far as you can which will lead you back to the room with the stairs that you entered this area in. Both of the right seaweed passages are now open; head through the bottom one to hit a switch and then go north a screen to grab some Fish Medicine out of the chest.

Once you have it head north past the first switch you hit and then in the room with the bubble head west again. Head south from there, but you will notice the gate blocking the stairs that you passed on the right before is now open. Take them up to the second basement level to hit a switch, and then go right back down the stairs.

Head west and south to reach the original room once more, and take the steps up to the second basement level.

Sea Lord Palace B2F

All of the gates in this area are now open except for the one in the upper left. To open it you must hit all of the switches of the room in a particular order. Head west and then north to hit the switch there like you did before, but from there head east and hit the switch you find. Keep heading east which will take you up a passage to the third switch, and then finally head west to hit the switch right in front of the gate to open it and pass through.

Head west to grab the 6 of Diamonds out of the chest, and then head to the east where you will find a Poison Kiss in a chest and a set of stairs up to the first basement level. You'll reach a room with a bubble and yet another set of stairs up to the first floor.

Sea Lord Palace 1F

Follow the winding path and you will eventually reach a giant seahorse named Twirl Source. Fight it and beat it to get the Black Pearl. Once you have it simply take the portal to leave the area.

Blue Coral Cave

Make your way back to the Red Coral Cave area by heading south and through the Jellyfish house to find Sammy the Drifter a final time.

Red Coral Cave

He can be found in the Shark Base, which is a cave found in the bottom right section of the area. His cave is on the south side of the large section of the map that has the two paths going around it. Once you have trumped him a third time and have the Rainbow Pearl head back through the Jellyfish House to reach the Blue Coral Cave area once again.

Blue Coral Cave

Head north and take a right at the first fork to reach a path that leads to Babayaga's Shrine. Pick up your customary Divine Pill and exchange with her for the Water Key.

Head back out and when you hit the fork head north one screen, west another, and then south one screen until you reach a sick Football Fish that you can give the Fish Medicine to as long as he knows you are there to save the princess. Once he has taken it he will move out of the way and allow you access to the castle.

Keep heading south, and walk up to the castle door to gain access.

Oceria Castle - Water Hall 1F



Head through the east passageway to grab the 3 of Diamonds out of the chest at the bottom of the room. From there head west back through the entry room and through the west passage beyond. Head north from there into the water current area and take the steps up that you find.

Water Hall 2F



Head east through the current, and then in the room ahead take the right path. Continue south in the room you enter to walk into another current, at the end of which you will find a chest with the 10 of Hearts in it.

Follow the passageway you are in and at the fork continue heading up into the room with a bubble in it. Grab the bubble then head to the east which after a short current will leave you in a small room with stairs in it. Use them to take you back to the first floor, and then take another set of stairs to reach the second floor again, and finally a third set of stairs to reach the third floor.

Water Hall 3F

Short castle, eh? Grab the Poison Salad and Frog Soup out of the chests and make standard battle preparations to fight the Sea Guardian. Once he is down and all the cutscenes are finished head

back into Oceria, down the portal, and into the Blue Coral Cave area. In the far lower right corner of the zone where it hooks down and to the left you will find the crystal containing the Aquell doll.

Al'Sahra

Al'Sahra - Desert Center



Head east until you reach the Desert East area, then head south as far as you can. You will find the 7 of Diamonds in a chest surrounded by breakable objects.

Desert East



Head north a few screens so that you can head east all the way to the east wall of the zone. Once you hit it follow it south to reach the entrance to the Twin Cave East area as well as a chest containing a Demon Pill.

Twin Cave East B1F



Head down the path and keep heading down at the fork. The path will hook to the west and north to let you reach a room with a chest containing the 8 of Clubs.

Follow the path back to the left where you avoided before, and continue downward. When you reach the tiny passageway to the east take it to reach a chest with a Demon Pill inside.

Head west from there as far as you can to reach a chest with some Snake Meat inside, and then backtrack to the passageway up that you passed and take it.

Head up through the fork to take the path to a dead end to the west with a chest containing a Grilled Mandra, and then head back to take the fork to the right to reach a set of stairs down to the second basement level.

Twin Cave East B2F



Head north, and when you get to the crossroads room walk along the right edge to fight a card battle for the Queen of Hearts.

Keep heading north and to the east to reach a set of stairs up to the first basement level. Once there follow that path to reach a set of stairs up to the ground level. Finally, follow the long ridge to the left to reach the Kilt doll. Finally, backtrack all the way back to reach the second basement level of the Twin Cave East area.

Head back to the crossroads room and then take it west to reach a set of stairs to the Gold Room.

Gold Room



Head down the path and then push the rock you find as far as you can to the left. Once you have done so backtrack all the way back to the entrance of the Twin Cave East area to exit it.

Desert East

Head north and then west when you can to cross the Desert East area, then cross the Desert Center area, and finally reach the Desert West area.

Desert West



Head to the southmost wall of the area and then keep heading west until you reach a path down. Take the path to reach a chest with a Demon Pill inside and the stairway entrance to the Twin Cave West.

Twin Cave West B1F

Follow the path west and north past the fork to reach a small room with a chest containing the 8 of Diamonds inside.

Head back to the fork and take it east and then south the long hallway, avoiding the branch to the west that contains a chest with Death inside. Head east at the bottom as far as you can to grab a Grilled



Mandra out of the chest, then backtrack a bit and head up at the passage you passed.

Head north as far as you can and then to the east to grab some Snake Meat, and then once again backtrack back down to the passageway to the west that you passed. Follow it to reach a set of stairs down to the second basement level.

Twin Cave West B2F



Head north past the first fork and stairs to take the path north and to the west. At the end of the path is a small room with a card battle in it for the King of Diamonds.

Head back to the crossroads room and take the stairs up to reach the first basement level, and once there follow the path to reach another set of stairs. In this above-ground area head straight south to grab a Statue Fragment out of the chest. Once you have it head down the stairs and backtrack to the Twin Cave West second basement level.

Twin Cave West B2F

Head to the crossroads room and to the east from there to reach a set of stairs to the Gold Room.

Gold Room

Push the stone at the end of the path as far to the right as you can, which will combine the two and make them both disappear and let you pass through the middle passageway. Take it up to reach a chest containing a Golden Lamp, which will teleport you back to the Desert Center area.

Desert Center

Head east across the area to reach the Desert East area, and then head to the far northeast screen of it to bust through some breakable objects and find the Oasis Monument area. Cross the short bridge and interact with the statue, which will slide open to reveal the staircase entrance to the Princess Room area.

Princess Room B1F



Take the path south and to the west to grab a Snow Breath out of the chest, and then take the path all the way to the east and north to reach a set of stairs down to the second basement level.

Princess Room B2F



Head around to the west and south, past the first fork and west at the end of the path. Take the stairs in the big room there to reach the third basement level.

Princess Room B3F



Head to the east, and at the first fork head up to eventually reach a room with a Blue Pot in it. Fight it, and then head back down the path and to the east at the fork. At the end of this long path will be a room with a Mermaid Charm inside of a chest. Once you have it backtrack back to the second basement level.

Princess Room B2F

Head to the east and then north, past the passageway on the left, and continue north and around to the east. Head east and then south down a long passageway to reach a room containing the Old Pot.

Once you have defeated it head back north and to the west once again, only this time head to the west at the first fork. There you will find a chest containing another Mermaid Charm and a set of stairs up to the first basement level.

Princess Room B1F

Simply head up to fight the third and final pot, the Bloody Pot. Once you've killed it you'll get the Redstone Ring and a handy portal out of the Princess Room area as a reward. Head through it and up the stairs to make your way back out into the Desert East area.

Desert East

6.9.1. Head west through the area, continuing through the Desert Center area, and into the Desert West area.

Desert West

At the westmost screen of the area and behind some rocks and breakable objects is a man blocking a cave entrance. Talk to him to get a Frog soup and have him move out of the way so that you can pass.

Magma Region



Follow the path to the west, and speak with the first man you find to restore your HP. From there keep heading west to reach a save point and the entrance to the Fire Lord Tower.

****Second play-through note**:** Before you enter the tower, head south along the path and then west once you reach the large chunk of land. Head west from there through some breakable objects to reach a set of stairs down to Anger Land. The Angry Shadow found inside is a tough opponent and isn't as big a pushover as the other two are. That fact aside, once you have killed it grab the Anger Stone out of the chest, and then head back to the entrance of the Fire Lord Tower.

Fire Lord Tower 1F



From the entrance head north past the first fork, south at the second, and east the third. Keep heading right until the path leads up, at the top of which you will find the 7 of Clubs inside of a chest.

Head back to the very first fork you passed and take it west, then take the north passageway to reach a small room with a set of stairs down to the first basement level.

Fire Lord Tower B1F



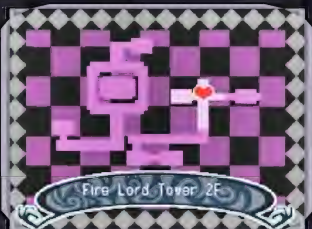
Head north and then to the east, crossing a series of moving platforms as you go. You will eventually reach a set of stairs which takes you up to the ground level and to the jellyfish that Princess Aquell mentioned. Give him the Oceria Salts to perk him up so that he will give you a Grilled Mandra. Once you have done so head back down the stairs.

Head west back across the moving platforms to head back up the stairs you came down from.

Fire Lord Tower 1F

Head south and to the east, and then take the fork north. Follow the path south at the next fork and then head up the stairs found in the bottom left room.

Fire Lord Tower 2F



Head to the east to grab some Snake Meat out of a chest, and then head back north and to the east. Head west at the crossroads to get a Grilled Mandra, but more importantly head to the upper left corner of the room to fight a card battle for the King of Hearts. Once you have it head to the east and through the lit passageway.

Desert West

Follow the ridge to the west to reach a chest containing the Open Sesame, then head back the way you came.

Fire Lord Tower 2F

Head back south at the crossroads and back down the stairs you used to reach this level to get back to the first floor.

Fire Lord Tower 1F

Head back into the hallway and north at the fork, and then take a right at the fork soon after that. Follow this path to reach a room with a set of stairs up to the second floor.

Fire Lord Tower 2F

Head south and either to the left or the right, as both paths join up again to form a ring. At the bottom of the ring head south and to the west to reach a set of stairs back down to the first floor.

Fire Lord Tower 1F

Head north and take a right to follow the path. In the room ahead is a chest with a card battle right in front of it. Fight the card battle for the Jack of Spades, and open the chest to get a Snake Meat.

Once you have them head back and to the west and north to reach a room with a set of stairs down to the first basement level.

Fire Lord Tower B1F

Follow the path to the east and head south at the first fork to use Open Sesame against the gate. Keep heading south to grab the Mucho doll, and then head back north.

Use the moving platforms to head to the east and then north and to the west to reach a set of stairs up to the first floor.

Fire Lord Tower 1F

This big room has a variety of moving platforms which you must cross to the east. Really any way works, just as long as you keep heading to the east and down the stairs at the far side to head back down to the first basement level.

Fire Lord Tower B1F

Head south and in the room where the path ends take the stairs up to the first floor. In that small room take the second set of stairs you find up to the second floor.

Fire Lord Tower 2F

Of the two sets of stairs, take the right one to reach a small room

containing two chests with a Grilled Mandra and a Tomato. Head back and take the left set of stairs to reach a different area of the third floor.

Fire Lord Tower 3F



Grab the Snow Breath out of the chest, and then head north and follow the path to reach the boss of this area, the Heat Scorpion. Once you have beaten it you will get the Scorpion Tail, which is the final item you need to make the key for the castle. Head into the portal to easily leave the area.

Magma Region

Head back to the Desert West area by simply following the path to the east.

Desert West

Head to the farthest northeast screen of the area to find Babayaga's Shrine and trade for the Fire Key.

****Second play-through note**:** At this point you should have fought three different Shadow bosses and picked up the Cursed, Grudge, and Anger stones. Combine these three stones for a Forbidden Key while you are here.

Also, if you haven't already found in if you head two screens south of Babayaga's Shrine and look around in the desert you will find a chest containing the 7 of Hearts. Once you have it head all the way over to the Desert East area.

Desert East

Head south along the west edge of the area, and near the bottom head east through some breakable objects. When you can do so head north through a clearing in the trees to reach a small area all by itself that contains the castle.

Al'Sahra Castle - Desert Hall 1F



Head straight north, and when you can head as far as you can to the west and take the gate up from there. This will bring you to a set of stairs leading up to the second floor.

Desert Hall 2F



Head south through quite a few one-way gates until you reach a set of stairs up to the third floor.

Desert Hall 3F



Walk to the east, avoiding the portal as you make your way to the chest with the 10 of Diamonds inside. Once you have it take the portal back down to the first floor.

Desert Hall 1F

Head straight north and go through the middle gate to reach a different set of stairs to the second floor.

Desert Hall 2F

Head straight south through many gates, and take the stairs you find up to the third floor.

Desert Hall 3F

Walk north and grab the Snake Meat and Ace of Clubs out of the chests, and then walk through the lit passageway.

Ancient Al'Sahra

Talk to the tipsy gentleman on the left to get a Frog Soup, and then talk to everyone else in the area to make the princess make an appearance near the palace entrance. Standard pre-boss preparations are a good idea before you talk to the princess, with a recommended party of Peso and Jennop. When you are ready to fight give the tiny princess a chat to prompt her to summon the Fire Demon to fight you. Once you have beaten it and watched the cutscene reenter the Al'Sahra area and head down to the bottom center of the Desert Center to find the crystal containing the Lyra doll.

Second Play-Through

Gate Room

Head up and walk into the Bat Monument to reach the Shadow village.

Shadow Village

Put Peso and Jennop in your party, then rest at the Demon Inn. Once you are ready head north and talk to the shadow guarding the steps, which will move out of the way and let you pass into the Land of Darkness. Technically you could have accessed this area at any point

in your second playthrough, but at this point you should be easily high enough level to conquer the area ahead. Also, with the Forbidden Key now in your hands you can get both of the dolls available in the area.

Coffin Room

Look familiar? Head north to Loue's coffin, which will let you fight him. Once you've beaten him and got the Loue doll you will be teleported back to the Shadow Village. Head back north into the Coffin Room and head past Loue's coffin and into the Seal Room.

Seal Room

Use the Forbidden Key to open the chest and receive the Eld Witch doll. Once you have both dolls head back into the Shadow Village, and from there head south and into the Gate Room once again to head to Artis.

Artis

Central Artis



Head east and then north, taking the stairs up to the right as you go to reach a chest containing the 3 of Clubs.

Keep following the ring north and to the west to reach a dark entrance to the Engine area.

Engine Area



Starting off in the Engine Hallway, walk north and to the east to enter the Engine Room and grab a puzzle piece and optionally talk to the man there to solve a sliding number puzzle for him. This will remove the yellow and black gates found in Central Artis to make getting around the zone easier, but it is not necessary. Either way once you have the puzzle piece head south to reach Central Artis once again.

Cental Artis

Walk to the east to reach a screen with a closed door and a lightning rod in front of it. Step on the switch to open the door, and then head inside.

Electricity Hall

Grab the puzzle piece near the center of the room, and then walk to the top of the room to talk to and fight the Robo Doorman. Once he's down go down the stairs he was guarding.

Electricity Hallway

Head south and then to the west, taking the first passageway north to reach a set of stairs down to the Electricity Bridge.

Electricity Bridge

Use the moving platform to move to the west, and then a second platform above it to move to the east and get the Mira doll. Once you have it head to the west along the walkway and down a set of stairs to reach the Ancient Atelier.

Ancient Atelier

Walk up and interact with the painting to get the Old Key, and then head back the way you came back to the Electricity Hallway.

Electricity Hallway

Head south and then west to use the Old Key to open the closed metal door, then walk inside and down the stairs you find.

Engine Area

Move south to get your third puzzle piece, and then west to follow the hallway. Once you can head south at the crossroads, and then take the only left to reach the Engine Bridge.

Take the top moving platform to reach a chest containing a Demon Pill, and then head back across and take the bottom moving platform west to reach the next screen.

Use the two moving platforms below to reach the bottom right corner of the room to fight a card battle for the Queen of Clubs. Use the same platforms to reach the bottom left corner of the room to get your fourth puzzle piece. Head north from there and take the top moving platform to reach a set of stairs down to a small room containing the Dumbo doll.

Backtrack back through the Engine Bridge areas to reach the Engine Hallway, and then take it north past the crossroads and into the Condemned Hall.

Condemned Hall

Most of the treasure chests in this area contain Death, with two exceptions. The one to the far left contains a Snake Meat, and the one in the upper left corner of the room to the right contains the 9 of Hearts. Also the floor is covered in many spikes, which will do a trivial amount of damage and are more of a nuisance than any real threat at this point. Once you have the two of them head through the doorway found in the upper right corner of the room.

Head north and then into the room on the left to go down a set of stairs. This will bring you to a room with a chest in it that is opened using the Old Key and contains the Light Bulb. Backtrack up the stairs and go through the now-open door to the east. Head up three flights of stairs and then west to reach the Catwalk.

Catwalk



Head west and then south, and take the first passageway on the right to reach the Forgotten Room. Talk to the Mech Adventurer there to get your fifth puzzle piece, and then open the chest at the right edge of the

room to get a Witch Pill.

Head back out onto the Catwalk and then south to reach a set of stairs to the Old Electrical Hall.

Old Electrical Hall

You can't do much here for now, so head to the stairs in the upper left corner of the room to get back onto the Catwalk.

Catwalk

Head north and take the first passageway on the left to reach the Gear Bridge.

Gear Bridge

Step on the switch to start the platforms in the room, and then head west across the moving platform to reach the left section of the Gear Bridge. Once you do head around to the left to grab a Poison Salad out of the chest. Once you have it head back across the moving platform and fight a second Robo Doorman guarding the door.

Once he is destroyed head up through the doorway and then west and across a moving platform to reach a set of stairs down to the lower level.

Head south and to the west to talk to a man who will give you your sixth and final puzzle piece, then head north through the doorway to take a set of stairs up to the level above. Once you are up there head to the right to fight a card battle for the King of Clubs.

Keep following the path to reach a series of stairs down to the Bottom Pit, where you will fight a golden Robo Doorman. Once he is down and the Cursed Oil is yours head back to the Old Electrical Hall.

Old Electrical Hall

Take note of the four lit pads in the room, with each one showing a color and a specific number. Red is 6, Blue is 12, Green is 4, and Yellow is 9. Head north one screen to reach the mangled clock, and four switches next to lightning rods with colored tops. Each of the switches corresponds to the same colored arm on the clock. Setting each hand to the proper number for their color will make the bell chime, giving you a chest containing the Broken Spring and unlocking the doorway found at the northmost area of the west section of the Catwalk which leads to the castle.

Head to Babayaga's Shrine by heading straight south until you reach Central Artis. From here head one screen west and through the doorway to the Engine Hallway and then head straight north past the first left and take a left at the second. Go into the little room up above to go down a set of stairs into Babayaga's Shrine and get the Machine key from her. Now, simply head back to the Old Electrical Hall, take the upper left stairs, and head to the top of the Catwalk to reach the castle and use the Machine Key to get in.

Artis Castle - Steel Hall 1F



Head to the east one screen, and in this room head north by moving across the many moving platforms. Once you've reached the top area head west.

In this room there is another moving platform moving in front of three

possible rooms. First take the room farthest to the east to take a set of stairs up to the second level where the Ace of Diamonds can be found in a chest. Head back down and take the farthest west room to reach a set of stairs up to a different section of the second floor with a Frog Soup in a chest. Finally, head back down and take the middle room up to the second floor.

Steel Hall 2F



Head south, and at the room of moving platforms take them south and to the west to reach a chest with a Grilled Mandra in it. Once you have it use the platforms to reach the bottom right corner to follow the path and reach a set of stairs up to the third floor.

Steel Hall 3F



Head south as far as you can to hop onto a series of moving platforms to take you to the west. Head north from the other side to reach a room filled with moving platforms. There is only one possible way to go, so simply move from platform to platform when you can to make a small looping path around to the top right corner of the room.

In this next room is a pair of chests containing a Snake Meat and the 2 of Spades. Perform your pre-boss preparations, with having Peso and Jennop a good choice. Fight the Thunder Lion, and once all of the cutscenes are over with avoid Loue for the time being. Re-enter the Artis gate and head back to the Ancient Atelier via the upper right door on the ring in Central Artis to get the Dorothy doll from the crystal. Once you have it head back to the gate room.

****Important Note**** When you talk to Loue in the Gate Room and agree to the final choice of going to Alice's Kingdom, you can never return from it. If you have been having a hard time with the fights as of late you might want to do some leveling up in Artis before you move on.

****Second play-through note****: This is the last point in your second playthrough that you can still go back to the Shadow Village and get the Loue and Eld Witch dolls. If you haven't already done so, now is the time to grab those.

Alice's Kingdom (First play-through) - Maze Forest

After Dayna's transformation head up one screen and talk to Jabberwock to get the Ace of Spades. Once you have it head up one more screen to enter the foggy area of the maze forest.

This area is confusing, but also is a host to five special dolls that can only be gotten to by going in a specific order of screens. Once you have the doll reverse the process to get back to where you began so that you can get the next doll, and so on. The area where you begin

and end is the only place where you will find the signpost, to help you make sure you have done it right.

To get the Mad Hatter doll: Go up, up, up, right, up, and up. To get back head down, down, down, left, down, and down.

To get the Cheshire Cat doll: Go up, up, up, and left. To get back head right, down, down, down, and down.

To get the White Rabbit doll: Go up, up, right, and up. To get back head down, left, down, and down.

To get the March Hare doll: Go up, up, left, up, and right. To get back head left, down, right, down, and down.

To get the Dormouse doll: Go up, up, left, up, up, and right. To get back head left, down, down, right, down, and down.

Finally, to exit the maze head up, right, right, up, up, and up. If you are going the right way you should see the Cheshire Cat in every screen on the way to the exit.

Long Table

Head up to reach the Mad Hatter and the March Hare sitting at the table, and listen to the Mad Hatter's story. Once it is over, head up into the Rose Path.

Rose Path / Card field

Follow the Rose Path up to the Card Field, and into Alice's castle from there. Before you go though, keep in mind that the castle is the location of the final boss fight of the game, the Eld Witch. Before you enter you will want to make sure Peso is in your party, and either have Jennop in your party if you want to play it safe or Dayna in your party if you are confident in your survival, of high enough level (70+), and want to really lay out the Eld Witch quickly. Having a good stock of items in your Holding Box is a good idea, but by this point your mana reserves and Peso's healing should be plenty for the fight.

Alice's Castle

Watch the cutscene and battle the Eld Witch. The fight is long and can be dangerous, but ultimately you must pound her into submission.

Once you have done so watch the final cutscenes both before and after the credits. However, at the end of this play-through you have not been able to get all of the cards or dolls, not to mention the best ending. To get those you need to beat the game once more.

Alice's Kingdom (Second play-through) - Maze Forest

As soon as you hit the ground, you should switch your formation to your boss killing team of Peso and Jennop. After you head to the left and then north into the next screen you will talk to Anne and fight the Eld Witch much earlier than you did in your first play-through.

Once the Eld Witch is down to exit the maze head up to the screen with the signpost and then head up, right, right, up, and up. If you are going the right way you should see a new character to talk to in almost every screen on the way. When you get there talk to the Mad Hatter at the topmost area of the screen, and after the conversation you will suddenly find yourself at the tea party with all of the princesses.

Congratulations on beating the game once more, and getting the happier ending!

Secret Room

The secret room is technically accessible from the main menu as soon as you beat the game the first time, but is only able to be fully completed once you have beaten it a second time.

In the first room you will find the six princesses. Face and beat each one of them in a game of blackjack to open the door to the second room.

In the second room you must play and beat Loue, Rapunzel, Anne, and Babayaga. Beating them all opens up the third room.

In the third room you have to face down and beat White Rabbit, Mad Hatter, Cheshire Cat, and March Hare. With those four wins on your belt the fourth room opens up.

In the fourth room you have but a single opponent, Jabberwock, and beating him gets you the Joker card to complete your card set.

Appendices - Data

Enemy List






Image	Name	Location	Notes	Abilities	Loot
	Amnesia Moon	Rem Boreas.	Weakness - Thun Rune	Dumb Dance - Lowers the defense rating of the entire party. Frein - Deals ice damage to a single target.	Northern Wind, Frog Eggs, Frog Soup, Honey, Diary, Black Rose
	Argram	Artis.	Weakness - Expa Rune	Thundeiall - Deals thunder damage to the entire party.	Revival Water, White Powder
	Axe Ogre	Al'Sahra.	Weakness - Expa Rune; Does high melee critical damage.	None	Demon DNA, Poison, Feather Ink
	Baby Elf	Al'Sahra.	Weakness - Expa Rune	None	Consomme, Divine Pill, Pepper
	Beauty Fungus	Rem Sacchras.	Weakness - Volc Rune	None	Madra Fungus, Vision Fungus

Image	Name	Location	Notes	Abilities	Loot
	Belldancer	Oceria.	Weakness – Thun Rune	None	Olive Oil, Toad, Mistletoe
	Bone Sailor	Oceria.	Weakness – Expa Rune, Volc Rune, Frei Rune, Thun Rune	Supra – Deals water damage to a single target. Dumb Dance – Lowers the defense rating of the entire party.	Cacao, Mermaid Charm, Pepper
	Bubbleroom	Oceria.	Weakness – Volc Rune	None	Asp , Vision Fungus
	Card	many hidden places in the game.	Cards will run from combat when it is their turn the majority of the time. Sometimes they will run before your party can act, other times they will run immediately afterward, and very rarely they will just forgo their first turn and then simply run on the second. Cards are all but immune to basic melee damage and magic, which deals only one point of damage to them regardless of the ratings of the attacker. Cards can only be killed by melee attacks that are a critical hit. Burst mode makes landing such a hit easier, but it is possible to do so in the normal combat mode as well.	None.	One of a variety of cards gained through card battles. The card you win is specific to the location of the battle.
	Carnival Beast	Oceria.	Weakness – Thun Rune	Thun – Deals thunder damage to a single target.	Northern Wind, Flour, Spring Snake
	Carnival Mask	Al'Sahra.	Weakness – Expa Rune	None	Healing Water, Poison
	Chaos Mask	Rem Boreas.	Weakness – Expa Rune	Suprao – Deals water damage to a single target. Planeo – Deals plant damage to a single target with a chance to paralyze.	Black Rose, Tadpole, Snake Meat
	Chocolaton	Rem Sacchras.	-	Frog Eggs, Spring Snake, Poison Kiss	
	Clipper	Rem Sacchras.	Weakness – Expa Rune	None	Golem Arm, Madra Fungus
	Coco Ron	Rem Sacchras.	Weakness – Expa Rune; Can start the battle poisoned. All other types of magic do very little damage to this enemy.	Invincibility – Increases the Coco Ron's magic resistance.	Feather Ink
	Crab Machine	Artis.	Weakness – Expa Rune; The Strange Light ability it has a very dangerous, as it will not just reflect the damage you would have done to the Crab Machine but it will reflect the full damage potential of the spell instead.	Strange Light – Puts a magic reflect barrier on the Crab Machine. Explosion – Self destructs, causing explosive damage to the entire party.	Consomme, Pepper, Demon Pill
	Creamer	Rem Boreas.	Weakness – Thun Rune; Can start the battle in a deep sleep. Damage will not wake him, but he will wake up after a few turns.	Call Ally – Has a chance of calling other enemies to join the Meat Kid in the battle. Big Tackle – Deals melee damage to all party members.	Shining Water
	Dagger Kid	Rem Boreas.	Weakness – Expa Rune	None.	Honey, Black Rose, Golem Arm
	Dark Warlock	Florin.	Weakness – Expa Rune, Volc Rune	Thundeiall – Deals thunder damage to the entire party. Vileiall – Deals poison damage to the entire party with a chance to cause a lasting poison effect. Freiall – Deals ice damage to the entire party. Suprall – Deals water damage to the entire party.	Witch DNA, White Powder, Poison Salad
	Death	a many specific chests and breakable objects.	Has a lot of health, and is fittingly dangerous fight. Its Hell Wave spell is incredibly dangerous, and essentially makes this a timed fight. Kill Death before he wipes out your party with a final swing of his scythe. Immunity - Vile	Hell Wave – Makes you start to descend into hell. After a few turns your entire party will die regardless of how much HP they have. Doing something suspicious – Doubles Death's dodge rating. Begun chanting a spell – Cuts Liddell's MP in half.	Witch's Broom, Miracle Pill
	Death Boy	Florin.	Weakness – Expa Rune	None	Golem Arm
	Deathclutch	Al'Sahra and Artis.	Weakness – Expa Rune	Scratch – Deals melee damage to a single target.	Frog Soup, Demon DNA
	Demon Bee	Florin.	Weakness – Expa Rune	None	Toad, Spring Snake, Spray Bottle, Toad

Image	Name	Location	Notes	Abilities	Loot
	Dental Driller	Oceria.	Weakness – Supra Rune	Vileiall – Deals poison damage to the entire party with a change of causing a lasting poison effect.	Flour, Frog Soup
	Dragon Child	Al' Sahra.	Weakness – Frei Rune	None	Mandragora, Divine Pill
	Dread Pirate	Oceria.	Weakness – Expa Rune	Supraeon – Deals water damage to a single target. Calcify – Increases the Dread Pirate's defense rating.	Mermaid Charm, Pepper, Cacao
	Eagle Eye	Al' Sahra.	Weakness – Supra Rune	Volc – Deals fire damage to a single target. Volco – Deals fire damage to a single target. Volcon – Deals fire damage to a single target.	Gryphon Eyes
	Evil Cat	Al' Sahra.	-	Scratch – Deals melee damage to a single target. Thun – Deals thunder damage to a single target.	Toad
	Evil Daruma	Rem Boreas.	Weakness – Volc Rune; Can become dazed or nervous and lose their turn.	Freio – Deals ice damage to a single target.	Honey, Frog Soup, Snow Breath, Rainbow Yarn, Cacao
	Faceless	Oceria and Artis.	Weakness – Frei Rune	Lick – Reduces Liddell's MP by 5%, Pat – Deals weak melee damage to a single target.	Divine Pill, Frog Eggs
	Fake Dragon	Artis.	Weakness – Expa Rune	None	Olive Oil
	Flame Papillion	Al' Sahra.	Weakness – Expa Rune	Volciall – Deals fire damage to the entire party.	Healing Water, Fire Dance, Snake Meat, Rainbow Yarn
	Fungicorps	Florin.	Weakness - Volc Rune; Their attacks have a small chance of putting their target to sleep.	None	Vision Fungus, Spring Snake, Black Rose
	Geneos	Al' Sahra.	Weakness – Expa Rune	Volc – Deals fire damage to a single target.	Poison, Mistletoe, Magic Antenna
	Grand Feather	Artis.	Weakness – Expa Rune	Volcon – Deals fire damage to a single target. Volciall – Deals fire damage to the entire party.	Crow Feather, Gryphon Eyes
	Grave Feline	Rem Sacchras, Rem Boreas, and Florin.	Weakness – Supra Rune	Supra – Deals water damage to a single target. Scratch – Deals melee damage to a single target.	Empty Box, Honey, Choco Tadpole
	Hard Puncher	Artis.	Deals high melee damage.	None	Healing Water, Demon Pill, Snake Meat
	Healberry	Oceria, Al' Sahra, and Artis.	Weakness – Volc Rune	All Thera – Heals all enemies. Luna Thera – Heals a single enemy.	Divine Pill
	Healfly	Al' Sahra.	Weakness – Expa Rune	Soul Thera – Heals an enemy party member.	Crow Feather
	Heart's Tail	Florin and Al' Sahra.	Weakness – Supra Rune	Volc – Deals fire damage to a single target. Scratch – Deals melee damage to a single target.	Honey, Tadpole, Empty Box, Frog Soup
	Heartbeat	Al' Sahra.	Weakness – Supra Rune	None	Spray Bottle, Asp, Frog Soup
	Heat Scorpion	Artis.	Weakness – Frei Rune	Poison Tail – Has a chance of poisoning a party member.	White Powder, Olive Oil, Divine Pill, Snake Meat
	Helletrona	Al' Sahra.	Weakness – Expa Rune; Can start the battle poisoned, which drains its HP.	Invincibility – Raises a enemy party member's magic defense rating.	Demon DNA, Poison, Feather Ink

Image	Name	Location	Notes	Abilities	Loot
	Henchman	Oceria.	Weakness – Thun Rune	None	Vision Fungus
	Horror Eye	Al'Sahra.	Weakness – Expa Rune	Just standing there – Increases the Horror Eye's attack rating. Volcon – Deals fire damage to a single target.	Witch DNA, Snake Meat, White Powder
	Kachiwara	Florin.	Weakness – Expa Rune; Their melee attack critically hit often, and can paralyze.	None	Asp, Consomme, Snake Meat
	Katana Frog	Al'Sahra.	Weakness – Thun Rune	Planeo – Deals plant damage to a single target with a chance to paralyze. Planeon – Deals plant damage to a single target with a change to paralyze. Invisibility – Increases the dodge rating of the Katana Frog.	-
	Kejram	Al'Sahra.	Weakness – Expa Rune	Burning Breath – Deals fire damage to the entire party.	Flour
	King Serpent	Al'Sahra.	Weakness – Frei Rune	Thundeon – Deals thunder damage to a single target.	Snake Meat
	Kronos	Artis.	Weakness – Expa Rune	Sleep Needle – Can put a party member to sleep.	Poison, Black Rose
	Life Bird	Rem Boreas.	Weakness – Expa Rune	Volco – Deals fire damage to a single target.	Gryphon Eyes
	Lost Doll	Florin.	Weakness – Expa Rune	Planeo – Deals plant damage to a single target with a chance to paralyze.	Magic Antenna, Black Rose
	Lost Pirate	Oceria.	Weakness – Expa Rune	Supra – Deals water damage to a single target. Just standing there – Increases the Lost Pirate's attack rating.	Mermaid Charm, Pepper, Cacao
	Love Spear	Artis.	Weakness – Expa Rune	Poison Tail – Has a chance of poisoning a party member.	White Powder, Olive Oil, Divine Pill, Snake Meat, Revival Water
	Mad Dog	Oceria.	Weakness – Frei Rune	None	Northern Wind, Flour, Spring Snake
	Meat Kid	Rem Sacchras.	Weakness – Thun Rune; Can start the battle in a deep sleep. Damage will not wake him, but he will wake up after a few turns.	Call Ally – Has a chance of calling other enemies to join the Meat Kid in the battle. Big Tackle – Deals melee damage to all party members.	Frog Eggs, Spring snake, Shining Water, Gelatin
	Melt O'Clock	Florin and Artis.	Weakness – Expa Rune	Sleep Needle – Has a chance of putting a party member to sleep.	Poison, Star Piece
	Metabone	Florin.	Weakness – Thun Rune; Can start the battle in a deep sleep. Damage will not wake him, but he will wake up after a few turns.	None	Shining Water, Flour
	Metal Arachnid	Artis.	Weakness – Expa Rune; The Strange Light ability it has a very dangerous, as it will not just reflect the damage you would have done to the Metal Arachnid but it will reflect the full damage potential of the spell instead.	Strange Light – Puts a magic reflect barrier on the Metal Arachnid. Explosion – Self destructs, causing explosive damage to the entire party.	Consomme, Pepper, Demon Pill
	Momolaton	Rem Sacchras.	-	Honey, Frog Soup, Poison Kiss, Rainbow Yarn	
	Moon Dancer	Oceria.	Weakness – Thun Rune	Dumb Dance – Lowers the defense of the entire party. Freion – Deals ice damage to a single target.	Black Rose, Mandragora
	Moss Frog	Al'Sahra.	Weakness – Thun Rune	Planeon – Deals plant damage to a single target with a chance to paralyze. Invisibility – Increases the dodge rating of the Moss Frog.	Olive Oil
	Muckmuck	Florin.	Weakness – Expa Rune	Paralysis Breath – Paralyzes the entire party.	Divine Pill, Flour


Image	Name	Location	Notes	Abilities	Loot
	Needle Tiara	Artis.	Weakness – Expa Rune	None	Demon DNA, Asp
	Night Messenger	Rem Boreas.	Weakness – Volc Rune	Volcon – Deals fire damage to a single target. Thunderon – Deals lightning damage to a single target. Supraon – Deals water damage to a single target. Planeon – Deals plant damage to a single target with a chance to paralyze.	Olive Oil, Mandragora
	Oolong	Florin.	Weakness – Thun Rune	Planeon – Deals plant damage to a single target with a chance to paralyze.	Vine Trap, Cacao
	Patch Guy	Oceria.	Weakness – Expa Rune	None	Pepper, Demon DNA, Snake Meat
	Pinchy Pinchy	Rem Boreas, Florin, Oceria, and Artis.	Weakness – Frei Rune	Lick – Reduces Liddell's MP by 5%. Pat – Deals weak melee damage to a single target.	Southern Wind, Northern Wind, Frog Eggs, Choco Tadpole, Spring Snake
	Power Demon	Rem Boreas.	Weakness – Expa Rune; Has a high chance to critical hit. Deals heavy melee damage.	None	Asp, Consomme
	Psychochigo	Rem Sacchras, Florin, and Al' Sahra.	Weakness – Volc Rune	Thera – Heals an enemy party member.	Poison Kiss, Divine Pill, Crow Feather, Cacao
	Samurai Frog	Oceria.	Weakness – Thun Rune	None	Gelatin
	Shadow Ghost	Florin.	Weakness – Expa Rune	Scratch – Deals melee damage to a single target.	Explosives
	Slip Crane	Rem Sacchras, Rem Boreas, Florin, Oceria, and Artis.	Weakness – Frei Rune	Lick – Reduces Liddell's MP by 5%. Pat – Does weak melee damage to a single target.	Frog Eggs, Spring Snake, Poison Kiss
	Sniper Dog	Artis.	Weakness – Frei Rune	Thera – Heals an enemy party member.	Northern Wind, Southern Wind
	Snowthing	Rem Boreas.	Weakness – Volc Rune; Can become dazed or nervous and lose their turn.	Freio – Deals ice damage to a single target.	Honey, Frog Soup, Snow Breath
	Steel Spider	Artis.	Weakness – Expa Rune; The Strange Light ability it has a very dangerous, as it will not just reflect the damage you would have done to the Steel Spider but it will reflect the full damage potential of the spell instead.	Strange Light – Puts a magic reflect barrier on the Steel Spider. Explosion – Self destructs, causing explosive damage to the entire party.	Goddess Strike, Frog Soup
	Sunsetfly	Al' Sahra.	Weakness – Expa Rune	Volciall – Deals fire damage to the entire party.	Consomme, Healing Water, Fire Dance
	Terror Mask	Oceria.	Weakness – Expa Rune	None	Black Rose, Mandragora
	The Unfortunate	Artis.	Weakness – Thun Rune; Can start the battle confused.	Can't trust anyone – Has a chance of confusing a party member. Dumb Dance – Decreases the defense rating of the party.	Diary, Witch DNA, Snake Meat
	Tiktok	Rem Boreas and Artis.	Weakness – Expa Rune	Sleep Needle – Has a chance of putting a party member to sleep.	Black Rose
	Tongue Puller	Rem Boreas.	Weakness – Thun Rune	Tooth Spear – Has a chance of poisoning a party member.	Gelatin
	Toothache	Rem Boreas.	Weakness – Thun Rune	Tooth Spear – Has a chance of poisoning a party member.	Gelatin
	Twirl Source	Al' Sahra.	Weakness – Volc Rune	Suprao – Deals water damage to a single target.	Empty Box

Image	Name	Location	Notes	Abilities	Loot
	Vine Ghost	Florin.	Weakness – Thun Rune; Weak to pretty much any magic in general.	Plan – Deals plant damage to a single target with a chance to paralyze.	Honey, Vine Trap, Divine Pill
	Viper	Oceria.	Weakness – Thun Rune	Thundo – Deals thunder damage to a single target.	Olive Oil, Toad, Mistletoe
	Wallskipper	Rem Sacchras.	Weakness – Expa Rune	None	Madra Fungus, Magic Antenna, Choco Tadpole
	Whiton	Rem Sacchras.	-	Volc – Deals fire damage to a single target.	Poison Kiss, Divine Pill, Crow Feather, Cacao
	Witch Hunter	Artis.	Weakness – Expa Rune	Thundeon – Deals thunder damage to a single target. Just standing there – Increases the attack rating of the Witch Hunter.	Demon DNA, Explosives
	Zombie Dog	Rem Boreas.	Weakness – Frei Rune	Thera - Heals an enemy party member.	Southern Wind, Northern Wind, Frog Eggs, Black Rose, Shining Water

Boss and Sub-boss List













Image	Name	Location	Notes	Abilities	Loot	Strategy
	Toothache (SB)	Rem Sacchras – Chess Cookie B2F.	Weakness – Supra Rune	Vileiall – Deals poison damage to the entire party and has a chance of causing a lasting poison effect. Tooth Spear – Has a chance of poisoning a party member.	Meringue	Basically just pound Toothache with the Supra Rune from Liddell and with melee attacks from the rest of your party and the fight will end quickly.
	Nutcracker (B)	Rem Sacchras – Castle – Gretel's Hall.	Weakness – Supra Rune	Head Toss – Hits the entire party for massive damage, but makes the Nutcracker lose its next turn. Just standing there – Increases the Nutcracker's attack rating for a couple of turns.	None.	This fight is long and tough, so be sure to start it with maxed HP and MP. Also before you start it make sure that you have Balloy in your party for healing, and that you have at least a full stack of Ribbit Candy and as many Choco Tadpoles as you can in your Holding Box for the fight. Have Liddell keep blasting away at the Nutcracker using Supra Rune, have Balloy heal Liddell for the most part or anyone else who is in dire need, and have your third party member either use a healing item to help top the party off or just use a melee attack against the Nutcracker. The Nutcracker favors Liddell with his basic attack, so keeping her healed with Balloy is critical to win the fight.
	Muffy (SB)	Rem Boreas – Holy Grove.	Weakness – Volc Rune	Freezing Breath – Deals ice damage to the entire party.	Holly Leaf (first fight), Snow Grass (second fight)	This fight is simple enough, just have Liddell use Volc Rune on Muffy and the rest of your party can just use their melee attack.
	Ice Queen (B)	Rem Boreas – Castle – Hansel's Hall.	Weakness – Volc Rune	Freion – Deals ice damage to a single target. Giga Frei – Deals ice damage to a single target. Freiall – Deals ice damage to the entire party.	None.	Like any boss fight, start it with maxed HP and MP. Once gain Balloy is useful as a party member to keep the heals flowing, and keeping a good supply of healing items in your Holding Box is essential. Have Liddell pound on the Ice Queen with her Volc Rune attack while the rest of the party either heals or chips in on damage. Try to keep everyone's HP above half, as the Ice Queen's Giga Frei attack can be quite punishing. If the Ice Queen uses Freiall you might want to have Liddell help out with the healing duties as it will bring everyone's HP down a significant amount.
	Carnival Beast (SB)	Florin – Thunder Tree	Weakness – Thun Rune	Thundeon – Deals thunder damage to a single target. Thunderall – Deals thunder damage to the entire party.	Dragon Neck	Though you wouldn't think it, the Carnival Beast is quite weak to Liddell's Thun Rune attack. If you have Peso in your party his Soul Thera will be able to outheal nearly any damage you take, assuming you have leveled him a little bit so that he is at least level 13 or so and won't get one-shot himself.
	Samurai Frog (SB)	Florin – Triangle Well.	Weakness – Thun Rune	Planeo – Deals plant damage to a single target with a chance to paralyze.	None.	If you have Liddell use Thun Rune and the rest of your party just use their melee attack this boss will go down faster than some regular enemies you have faced.
	Moon Dragon (B)	Florin – Castle – Kaguya's Hall.	Weakness – Thun Rune	Lunar Howl – Increases the Moon Dragon's critical hit rating. Planeon – Deals plant damage to a single target. Planeiall – Deals plant damage to the entire party. Paralysis Breath – Paralyzes a party member. Volc – Deals fire damage to a single target.	None.	The standard pre-boss preparation applies here; starting the fight with topped off HP and MP and a nice selection of restoration items in your Holding Box. This fight isn't as tough as it is dangerous; the boss has many abilities that can cause paralysis for a couple turns including Planeiall which can paralyze multiple party members at once. Have Liddell use her Thun Rune, and use Peso to keep your party members topped off. Once the boss uses Lunar Howl it's melee attacks become quite dangerous due to their high damage.

Image	Name	Location	Notes	Abilities	Loot	Strategy
	Sammy the Drifter (SB)	Oceria – Red Coral Cave, Oceria – Blue Coral Cave, and Oceria – Shark Base.	Weakness – Expa Rune, Thun Rune	Tackle – Deals melee damage to the entire party.	First and second fight: None, Third fight: Rainbow Pearl	This fight isn't really any harder than a normal fight. Blast Sammy with either Expa or Thun Rune attacks and he'll go down without much trouble. You will fight him multiple times, but the strategy for each fight remains the same.
	Twirl Source (SB)	Oceria – Sea Lord Palace.	Weakness – Expa Rune, Thun Rune	Volco – Deals fire damage to a single target. Suprall – Deals water damage to the entire party. Freio – Deals ice damage to a single target.	Black Pearl	Again, this fight isn't much harder than your run of the mill battle. Have Liddell use her Expa or Thun Rune attacks to drop the boss quickly.
	Sea Guardian (B)	Oceria – Castle.	Weakness – Vile Rune	Supra – Deals water damage to a single target. Suprao – Deals water damage to a single target. Evasion Ink – Increases the Sea Guardian's dodge rating. Double Slap – Deals two hits of melee damage to a party member. Triple Slap – Deals three hits of melee damage to a party member.	None.	If you start the fight with Peso and Jennop in your formation this fight is incredibly easy. Have Liddell keep Vile Rune on speed dial, have Peso spot heal anyone who gets low enough to worry about, and have Jennop keep Defna up on the party. When no one needs healing and Defna is still going just have the two of them use melee to help chip in. The Sea Guardian's Triple Slap is your only real worry, and even then as long as you keep Defna up and your party close to fully healed it's not really a big concern. If you really want to be bulletproof have Jennop use Provka on the boss every five turns or so; Jennop can handle the melee hits better than the other two can and it concentrates your healing efforts to just one party member.
	Blue Pot (SB)	Al'Sahra – Princess Room B3F.	Weakness – Supra Rune	Tackle – Deals melee damage to the entire party. Defender – Increases the defense rating of the Blue Pot.	None.	This fight is little more than a glorified standard fight. Simply wait on the Blue Pot with Supra Rune to down it.
	Old Pot (SB)	Al'Sahra – Princess Room B2F.	Weakness – Expa rune; The Old Pot's basic attack has the chance to paralyze its target.	None.	None.	Again, this fight isn't one to worry about. Just hit it with your Expa Rune.
	Bloody Pot (SB)	Al'Sahra – Princess Room B1F.	Weakness – Frei Rune	Mirror Image – Increases the Bloody Pot's dodge rating. Volcon – Deals fire damage to a single target. Pot Tackle – Deals melee damage to the entire party.	Redstone Ring	This fight is finally a bit of a long one, but it's not a whole lot more difficult than the other Pot fights were. Have Liddell use Frei Rune and you should end the fight before the Bloody Pot can inflict serious damage.
	Heat Scorpion (SB)	Al'Sahra – Fire Lord Tower 3F.	Weakness – Frei Rune	Paralysis Tail – Paralyzes a party member. Burning Breath – Deals fire damage to the entire party.	Scorpion Tail	Have Liddell use her Frei Rune which will do a lot of damage very quickly. Having Peso in the party to remove any paralyzed party members is a good idea.
	Fire Demon (B)	Al'Sahra – Castle.	Weakness – Frei Rune	Volcon – Deals fire damage to a single target. Invincibility – Increases the magic resistance of the Fire Demon. Right Hook – Deals heavy melee damage to a single target. Volciall – Deals fire damage to the entire party.	None.	Again, Peso and Jennop should be your go-to dolls for this fight. This boss is capable of dealing heavy damage with its Right Hook attack, so it is very important to keep everyone's HP up. Have Liddell constantly use Frei Rune and make sure that Jennop keeps Defka up at all times. Use Peso to spot heal party members using Soul Thera, but have him use a Luna Thera on them if they are hit by a Right Hook.
	Robo Doorman (SB)	Artis – Electricity Hall.	Weakness – Expa Rune	Robo Tackle – Deals melee damage to the entire party. Suprall – Deals water damage to the entire party.	None.	Simply use Expa Rune on these buckets of bolts and they will go down without much of a fight.
	Golden Robo Doorman (SB)	Artis – Bottom Pit.	Weakness – Plan Rune	Thundeall – Deals thunder damage to the entire party. Strange Light – Puts a magic reflect barrier on the Robo Doorman.	Cursed Oil	This fight goes down differently than your standard fight, and can actually boil down to a straight endurance battle since the Strange Light ability will make it so you can no longer use magic attacks against the enemy.
	Thunder Lion (B)	Artis – Castle.	Weakness – Plan Rune	Tackle – Deals melee damage to the entire party. Thunder Tackle – Deals melee damage to a single target. Strange Light – Puts a magic reflect barrier on the Thunder Lion. Thundeon – Deals thunder damage to a single target. Thundeall – Deals thunder damage to the entire party.	None.	This fight is technically easy, but also a dangerous slugfest. Hit the boss with Plan Rune as many times as you can before he gets his Strange Light up, and once he does avoid using any magic against him as it will simply do damage to you instead. Once he has put Strange Light he never loses it, making the fight boil down to a melee fight. Peso should be able to easily overheal any damage the boss throws at you, and if Jennop has Therapill you should have no real need to use any HP or MP items. Simply wait on each other until the boss falls.
	Eld Witch [First play-through] (B)	Alice's Kingdom – Alice's Castle.	Weakness – Plan Rune	Dark Moon – Damages a single target. Double Slap – Damages a single target twice. Halloween – Damages the entire party. Giga Vile – Deals poison damage to a single target with a chance of causing a lasting poison effect. Giga Thun – Deals thunder damage to a single target.	None.	This fight is best fought with Peso at your side, and either Jennop at your side if you want to play it safe or with Dayna if you are high level (70+) want to really lay into the Eld Witch with some damage. Your party starts off blind, making it hard to hit with any of your attacks for the first few turns. Get a poison effect onto the Eld Witch using the Vile Rune asap; though it won't do a whole lot of damage upon landing, the poison effect does more than double that damage every turn. Once you have the Eld Witch poisoned your Plan Rune will do the most damage by a small margin, so use it from then on. The Plan Rune also has a small chance of paralyzing the Eld Witch for one turn, which can help. Watch out for critical hits as they can easily take off half of a party member's HP, especially from the Double Slap since two critical hits from that could easily kill a party member. Basically, make absolutely sure that your party is at full health at all times which should be easy with Peso's All Thera group heal, and if you have Jennop in your party keep Defka up at all times to help defend against the hits you are going to take during this fight.

Image	Name	Location	Notes	Abilities	Loot	Strategy
	Cursed Shadow (B)	Florin – Cursed Land.	Weakness - Halloween, Expa Rune, Thun Rune	Vileo – Deals poison damage to a single target with a chance of causing a lasting poison effect. Vileon – Deals poison damage to a single target with a chance of causing a lasting poison effect. Halloween – Damages the entire party. Thundeiall – Deals thunder damage to the entire party.	None.	These Shadow bosses are only your second playthrough, at which point you have every spell unlocked with Liddell. If you want to make it a challenge just use the basic Expa and Thun Runes on the Cursed Shadow boss, but otherwise just blast it with their Giga versions or with Halloween to just floor the poor enemy.
	Hateful Shadow (B)	Oceria – Grudge Land.	Weakness - Halloween, Expa Rune, Thun Rune	Freiall – Deals ice damage to the entire party. Suprall – Deals water damage to the entire party. Supraon – Deals water damage to a single target. Suprao – Deals water damage to a single target. Paralysis Breath – Chance to paralyze the entire party.	None.	The Hateful Shadow is slightly different than the Cursed one in that it can paralyze your party and uses primarily water-based attacks. Still, if you want an easy go of things just use Halloween, or use Expa and Thun Runes if you want the fight to be less one sided.
	Angry Shadow (B)	Al'Sahra – Anger Land.	Weakness - Halloween, Expa Rune, Frei Rune	Planeiall – Plant damage to entire party. Planeon – Plant damage to single target. Volciall – Fire damage to entire party. Volcon – Fire damage to single target. Halloween – Damages the entire party.	None.	The Angry Shadow is the toughest of the three, and really the first and only threatening one of them. Having Peso and Jennop in your party is a very good idea, as unlike the Hateful Shadow which only has a small chance of paralyzing your party the Angry Shadow's Planeiall can do so regularly. Keep the heals from Peso flowing and keep Jennop's Defka up, and the fight should easily go towards your favor.
	Loue (B)	Land of Darkness – Coffin Room.	Weakness - Halloween	Phantom – Protects Loue from all harm for one full turn. Tackle – Deals melee damage to the entire party. Double Slap – Two hits of melee damage to a single target.	None.	This fight isn't a difficult one, especially if you have Peso and Jennop backing you up. Have Peso heal as needed, have Jennop keep Defka up, and have Liddell use her Halloween Rune to deal maximum damage. This fight will drag on for a while, but you should easily have enough MP at the point that the guide directs you to the fight to outlast anything Loue throws at you. When Loue has his Phantom protection up simply have the party either use their basic melee attacks or refresh heals or Defka if needed.
	Eld Witch [Second play-through] (B)	Alice's Kingdom – Maze Forest.	Weakness – Supra Rune	Dark Moon – Damages a single target. Giga Thun – Deals thunder damage to a single target. Double Slap – Two hits of melee damage to a single target. Halloween – Damages the entire party. Sleep Bell – Has a chance of causing the entire party to fall asleep. Paralysis Breath – Has a chance of causing the entire party to become paralyzed.	None.	Once again your party starts off blind, making it hard to hit with any of your attacks for the first few turns. Also once again you should get a poison effect onto the Eld Witch using the Vile Rune as soon as possible to get its damage going. The Eld Witch's weaknesses have changed, and you should have Liddell use Supra Abyss every time she can. However Peso and Jennop's roles of healing and keeping Defka up remain the same. Having them do so is important, as if the Eld Witch puts everyone to sleep with her Sleep Bell or into paralysis with her Paralysis Breath it means she gets free turns to beat on your party.

Item List

Name	Type	Description	Ingredients/Acquisition	Notes
Rabbit Candy	HP Restore	Restores 100 HP.	Frog Eggs, Honey	—
Choco Tadpole	HP Restore	Restores 300 HP.	Tadpole, Cacao	—
Frog Soup	HP Restore	Restores 500 HP.	Toad, Consomme	—
Snake Meat	HP Restore	Restores 1000 HP.	Asp, Pepper	—
Demon Pill	HP Restore	Restores all HP.	Demon DNA, Healing Water	—
Mushroom Bean	MP Restore	Restores 50 MP.	Madra Fungus, Gelatin	—
Rose Cookie	MP Restore	Restores 100 MP.	Black Rose, Flour	—
Poison Salad	MP Restore	Restores 250 MP.	Poison, Olive Oil	—
Grilled Mandra	MP Restore	Restores 500 MP.	Mandragora, White Powder	—
Witch Pill	MP Restore	Restores all MP.	Witch DNA, Revival Water	—
Miracle Pill	Other	Restores all HP & MP.	Demon Pill, Witch Pill	—
Divine Pill	Other	Heals ailments.	Given to you by Babayaga.	—
Witch's Broom	Other	Takes you to the Gate Room.	Mistletoe, Crow Feather	—
Guard Breath	Other	Increases defense.	Golem Arm, Southern Wind	—
Power Breath	Other	Increases offense.	Gryphon Eyes, Northern Wind	—
Dark Fog	Other	Increases evasion.	Feather Ink, Spray Bottle	—
Mystery Mirror	Other	Reflects magical attacks.	Shining Water, Star Piece	—
Answer Book	Other	Decreases defense.	Diary, Child Heart	—
Odd Frequency	Other	Causes confusion.	Vision Fungus, Magic Antenna	—

Name	Type	Description	Ingredients/Acquisition	Notes
Surprise Box	Other	Anything could happen!	Empty Box, Spring Snake	—
Explosives	Other	Attacks with explosion.	Found in breakable objects.	—
Tomato	Other	Saves you at critical times.	Found in breakable objects.	If your party dies, a Tomato is automatically used to fully restore your HP and MP.
Poison Kiss	Other	Attacks with poison.	Found in breakable objects.	—
Mermaid Charm	Other	Attacks with water.	Found in breakable objects.	—
Fire Dance	Other	Attacks with fire.	Found in breakable objects.	—
Vine Trap	Other	Attacks with vines.	Found in breakable objects.	—
Goddess Strike	Other	Attacks with thunder.	Found in breakable objects.	—

Ingredient List

Name	Description
Asp	Used in making a Snake Meat.
Black Rose	Used in making a Rose Cookie.
Cacao	Used in making a Choco Tadpole.
Child Heart	Used in making a Answer Book.
Consomme	Used in making a Frog Soup.
Crow Feather	Used in making a Witch's Broom.
Demon DNA	Used in making a Demon Pill.
Demon Pill	Used in making a Miracle Pill.
Diary	Used in making a Answer Book.
Empty Box	Used in making a Surprise Box.
Feather Ink	Used in making a Dark Fog.
Flour	Used in making a Rose Cookie.
Frog Eggs	Used in making a Ribbit Candy.
Gelatin	Used in making a Mushroom Bean.
Golem Arm	Used in making a Guard Breath.
Gryphon Eyes	Used in making a Power Breath.
Healing Water	Used in making a Demon DNA.
Honey	Used in making a Ribbit Candy.
Madra Fungus	Used in making a Mushroom Bean.
Magic Antenna	Used in making a Odd Frequency.

Name	Description
Mandragora	Used in making a Grilled Mandra.
Mistletoe	Used in making a Witch's Broom.
Northern Wind	Used in making a Power Breath.
Olive Oil	Used in making a Poison Salad.
Pepper	Used in making a Snake Meat.
Poison	Used in making a Poison Salad.
Rainbow Yarn	Fixes broken dolls.
Revival Water	Used in making a Witch Pill.
Shining Water	Used in making a Mystery Mirror.
Southern Wind	Used in making a Guard Breath.
Spray Bottle	Used in making a Dark Fog.
Spring Snake	Used in making a Surprise Box.
Star Piece	Used in making a Mystery Mirror.
Tadpole	Used in making a Choco Tadpole.
Toad	Used in making a Frog Soup.
Vision Fungus	Used in making a Odd Frequency.
White Powder	Used in making a Grilled Mandra.
Witch DNA	Used in making a Witch Pill.
Witch Pill	Used in making a Miracle Pill.

Card List



Cards can be found in one of two ways.

- In chests: Cards found in chests are obtained by simply finding the chest and opening them.
- In card battles: Card battles can be a pain, as not only are the battle locations invisible but also you must fight the battle in Burst mode or else you won't be able to kill the card before it runs away. Even when you time your fight to be in Burst mode the card still has a chance of running before you get any actions. To get these cards time it out so that your eight battle after your last Burst mode is the card fight, and then land any melee attack against the card. If for any reason you fail to get the card, or fail to fight it in Burst mode, the card battle will be deactivated until you leave and reenter the screen. As a good rule of thumb once you know where a card is simply fight random battles in the screen until you burst, fight seven other fights, and then fight the card. Repeat until the card is yours along with a hefty sum of experience.

Name	Suit	How to get
Ace of Hearts	Hearts	Found in the beginning area of the game. Automatically given to you in the second section of the Dark Hallway from Jabberwock.
2 of Hearts	Hearts	Found in Rem Sacchras – Candy Maze. It's in the starting section just beyond the Chocolate Door.
3 of Hearts	Hearts	Found in Rem Sacchras – Grapejuice River. Found in a chest in the riverbed after you have drained it with the cupcakes.
4 of Hearts	Hearts	Found in Rem Boreas – Ice Cavern B1F. From the entrance of the Ice Cavern head left at the crossroads, left at the first fork, up at the second fork, and left at the third fork to reach a set of stairs. Head down and to the right to break through some ice to reach another set of stairs, and yet another set beyond those. Finally, in the room you reach the card will be in a chest.
5 of Hearts	Hearts	Found in Florin – Triangle Well B2F. From the entrance head left through the strange section of the wall and down the ladder found in the next room. The card will be inside of the chest in the room you reach from there.
6 of Hearts	Hearts	Found in Oceria – Red Coral Cave. Once you enter the area keep heading left at all forks, past the cave entrance as you follow the path downward. When you reach an area with random breakable objects scattered around head down and right to break through them to reach a chest with the 6 of Hearts inside.
7 of Hearts	Hearts	Found in Al'Sahra – Desert West. The card can be found in a chest two screens south of Babayaga's Shrine.
8 of Hearts	Hearts	Found in Rem Boreas – Castle – Ice Hall 1F. From the entrance slide up, left, up, right, up, and right to reach the area where the chest containing the card is found.
9 of Hearts	Hearts	Found in Artis – Condemned Hall. From the entrance to the Engine Hallway from Central Artis head up through the crossroads and into the Condemned Hall. Head right from there into the larger room, which in the upper left corner of which is the chest containing the card.
10 of Hearts	Hearts	Found in Oceria – Castle – Water Hall 2F. From the entrance of the castle head through the left passageway and then head up from there into the water current area and take the steps up that you find. Once there head right through the current, and then in the room ahead take the right path. Continue down in the room you enter to walk into another current, at the end of which you will find a chest with the 10 of Hearts in it.
Jack of Hearts	Hearts	Card battle in Florin – After you go under the gravestone head to the right as far as you can, and where the path forks up head down into the corner to fight the battle.
Queen of Hearts	Hearts	Card battle in Al'Sahra – Twin Cave East B2F. Head up, and when you get to the center room walk along the right edge to fight a card battle for the card.
King of Hearts	Hearts	Card battle in Al'Sahra – Fire Lord Tower 2F. Head up and to the right to follow a long path that eventually hooks up. Head left at the crossroads and to the upper left corner of the room to fight the battle.
Ace of Spades	Spades	Found in Alice's Kingdom – Maze Forest. Talk to Jabberwock just before the actual Maze Forest area to have him give you the card.
2 of Spades	Spades	Found in Artis – Castle – Steel Hall 3F. Found in the left chest just before the boss room.
3 of Spades	Spades	Found in Rem Sacchras South. From the start head one section north, one section west, and head around to the left and down to the right to find it in the chest.
4 of Spades	Spades	Found in Rem Boreas – Platinum Hill. Head through the Underground Path in Rem Boreas down to the first basement level. From there head to the right, then down, then right and up to reach a set of stairs. Head up the next set of stairs as well to get onto Platinum Hill where the card can be found in a chest.
5 of Spades	Spades	Found in Florin – Thunder Tree 3F. Once you reach the third floor take the portal in the bottom left. This will take you to a room with a chest inside containing the card.
6 of Spades	Spades	Found in Florin – Soul Land. From the entrance to Florin head up and right along the Pond Path, and when it hooks up follow it all the way to reach the entrance to the Soul Land. Once there hug the right wall as you make your way up to the chest containing the card.
7 of Spades	Spades	Found in Oceria – Blue Coral Cave. From the Pirate Hideout entrance to the Blue Coral Cave area simply follow the top wall up and to the right to find the card in a tiny nook at the end of the wall.
8 of Spades	Spades	Found in Rem Sacchras – Castle – Snack Hall 1F. From the start head up one screen, then left and up a second screen to reach the dead end with the chest the card is in.
9 of Spades	Spades	Card battle in Rem Sacchras – Candy Maze. You will find the card one screen up from the entrance in the left area behind some breakable objects. The fight location is at the end of the nook.
10 of Spades	Spades	Found in Florin – Castle – Mayohiga 1F. Get to the first floor of the castle, then head to the right and enter the portal and in the elbow take the next portal you find. In the room after that take the portal in the lower right, and then head up through the open doorway to grab the 10 of Spades out of a chest.
Jack of Spades	Spades	Card battle in Al'Sahra – Fire Lord Tower 1F. Once you enter the first floor in the upper left area of the map head to the right and then up to fight the card right in front of the treasure chest there.
Queen of Spades	Spades	Card battle in Oceria – Red Coral Cave. After entering the cave from the Oceria Sea head down to the spotlight in the lower area of the screen.
King of Spades	Spades	Card battle in Oceria – Pirate Hideout B2F. Just after you pass the screen with the numbered tiles and after you take the portal, instead of taking the stairs move just to the left of them to fight the battle.
Ace of Diamonds	Diamonds	Found in Artis – Castle – Steel Hall 2F. From the castle entrance head to the right one screen, and in that room head up by moving across the many moving platforms. Once you've reached the top area head left. In that room there is another moving platform moving in front of three possible rooms. First take the room farthest to the right to take a set of stairs up to the second level where the card is found in a chest.
2 of Diamonds	Diamonds	Found in Rem Sacchras - Macaroon Island. From the start head left and then one section north to grab it out of the chest.
3 of Diamonds	Diamonds	Found in Oceria – Castle – Water Hall 1F. From the start head through the right passageway to grab the 3 of Diamonds out of the chest.
4 of Diamonds	Diamonds	Found in Rem Boreas – South. When you enter the land simply head east one screen, and at the bottom of the screen there you will find a chest with the card in it.
5 of Diamonds	Diamonds	Found in Florin – Pond Path. From the entrance to Florin head one screen up and one screen right. The card will be found in the chest where the main path begins to hook up.
6 of Diamonds	Diamonds	Found in Oceria – Sea Lord Palace B2F. After unlocking all of the gates on this level by hitting the switches in the proper order, head through the last gate. On your left will be a chest containing the card.
7 of Diamonds	Diamonds	Found in Al'Sahra – Desert East. From the entrance to Al'Sahra head east until you reach the Desert East area, then head south to the very bottom of it. You will find the card in a chest surrounded by breakable objects.
8 of Diamonds	Diamonds	Found in Al'Sahra – Twin Cave West B1F. Simply enter the Twin Cave West area and follow the path left and up to reach a small room with a chest containing the card.
9 of Diamonds	Diamonds	Card battle in Rem Boreas – Family Rock 1F. Follow the path to the left, continuing left at the first branch. Head down at the second fork to fight the card.
10 of Diamonds	Diamonds	Found in Al'Sahra – Castle – Desert Hall 3F. From the left stairwell entrance to this floor walk down and then right to grab the card out of the chest.
Jack of Diamonds	Diamonds	Card battle in Oceria – Sea Lord Palace 1F. From the entrance head through the seaweed in the bottom left, and then follow the left wall up to fight the battle.

Name	Suit	How to get
Queen of Diamonds	Diamonds	Card battle in Florin – Flower Area. In your second play-through, head to the Soul Land by taking the right path from the entrance to Florin and taking it to its northmost exit. Follow the Flower Path to fight the card battle.
King of Diamonds	Diamonds	Card battle in Al'Sahra – Twin Cave West B2F. Head up past the first fork and stairs to take the path left. At the end of the path is a small room with the card battle in it.
Ace of Clubs	Clubs	Found in Al'Sahra – Castle – Desert Hall 3F. Found in the right treasure chest just before the boss fight.
2 of Clubs	Clubs	Found in Rem Sacchras – Chess Cookie B1F. From the stairs head up at the first fork, right at the second, take the bend around and up, take a right at the next fork, then open the chest found there.
3 of Clubs	Clubs	Found in Artis – Central Artis. From the entrance of Artis head right and then up, taking the stairs up to the right as you go to reach a chest containing the card.
4 of Clubs	Clubs	Found in Rem Boreas – Lake Boreas. As soon as you enter slide up, then right, then up again to slide right into a chest containing the 4 of Clubs.
5 of Clubs	Clubs	Found in Florin – Castle Front. Found just to the left of the door used to enter the castle.
6 of Clubs	Clubs	Found in Oceria – Pirate Hideout B2F. Follow the corridor once you reach the second basement level down, to the right, and then up to reach a pair of chests. The card is in the chest on the right.
7 of Clubs	Clubs	Found in Al'Sahra – Fire Lord Tower 1F. From the entrance head up past the first fork, down at the second, and right at the third. Keep heading right until the path leads up, at the top of which you will find the card inside of a chest.
8 of Clubs	Clubs	Found in Al'Sahra – Twin Cave East B1F. Head down the path and keep heading down at the fork. The path will hook to the left and up to let you reach a room with a chest containing the card.
9 of Clubs	Clubs	Card battle in Rem Boreas – Ice Cavern 1F. From the entrance to the area head left, and at the crossroads keep heading left. Follow the path up and then right at the fork down a long hallway. The card battle will be at the very end of the hallway.
10 of Clubs	Clubs	Card battle in Florin – Triangle Well B2F. Once you have been teleported back to the second basement level the card battle is found at the bottom of the doorframe as you first walk into the dark passage to the right.
Jack of Clubs	Clubs	Card battle in Oceria – Pirate Hideout 1F. From the entrance head left until you reach the switch room, and then walk around near the middle of the right wall to fight the battle.
Queen of Clubs	Clubs	Card battle in Artis – Engine Bridge. From the entrance to the Engine Hallway from Central Artis head left through one room of the Engine Bridge and into the second. The card battle is found in the lower right corner of the room.
King of Clubs	Clubs	Card battle in Artis – Gear Bridge. Once you head back up to the second level of the Gear Bridge after talking to the man with the sixth puzzle piece simply walk to the right to find the battle.
Joker	Joker	Found in the Secret Door on the main menu. The secret room is technically accessible from the main menu as soon as you beat the game the first time, but is only able to be fully completed once you have beaten it a second time. In the first room you will find the six princesses. Face and beat each one of them in a game of blackjack to open the door to the second room in which you must play and beat Loue, Rapunzel, Anne, and Babayaga. Beating them all opens up the third room inside of which you have to face down and beat the White Rabbit, Mad Hatter, Cheshire Cat, and March Hare. With those four wins on your belt the fourth room opens up in which you have but a single opponent, Jabberwock, and beating him gets you the Joker card to complete your card set.



...Until
We Meet
Again!